



Porter Glines

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Education

- May 2022 **Masters of Computer Science** | Idaho State University
- 4.0 GPA, *Phi Kappa Phi*
 - Thesis: *Imposing Structure on Generated Sequences: Constrained Hidden Markov Processes*
 - Graduate Teaching Assistantship Grant 2020-2021 and 2021-2022
 - Outstanding Graduate Student 2021-2022
 - Related coursework: Computational Theory, Software Testing, Empirical Software Engineering, Advanced Algorithms, Machine Learning, Compilers, Quantum Programming
- Dec 2019 **Bachelor of Computer Science** | Idaho State University
- Graduated *cum laude* with a minor in *Mathematics*

Experience

- Fall 2019 - May 2022 **Research and Teaching Assistant** | Idaho State University
- Research and teaching assistant to Dr. Paul Bodily for multiple courses including: *Computational Theory* and *Machine Learning*. Tutored for upper-division and graduate level courses.
- Sept 2016 - Oct 2019 **IT Student Supervisor** | Idaho State University
- Supervised and trained IT Support Technicians at ISU and retained an in-depth knowledge of Windows and MacOS to support users across the entire campus.

Projects (hosted on GitHub)

Constrained Hidden Markov Model (Master's Thesis)

Written in *Rust* with high test coverage. Performance is **10x** over a previous Python implementation. *Generated musical sequences* styled after Bach's Chorales. Generated music compared favorably against an Anticipation-RNN (neural network) in an *IRB-approved survey*.

Mnemonic Device Generator using Markov chains

C++ multi-threaded program generating mnemonic devices and communicating through IPC to a *Django* server that serves a frontend. Presented this project at ICC's 2019 conference in North Carolina.

Pomodoro: iOS and watchOS Tasks and Focus Timer App

Based on the Pomodoro technique developed by Francesco Cirillo. Uses Apple's declarative framework *SwiftUI* and *CoreData*. Users have expressed significant increases in productivity after using the app.

Publications

Glines, P., Griffith, I., & Bodily, P. M. (2021). Software Design Patterns of Computational Creativity: a Systematic Mapping Study. *Proceedings of the 12th International Conference on Computational Creativity*, pages 218-221.

Glines, P., Biggs, B., & Bodily, P. M. (2020). A Leap of Creativity: From Systems that Generalize to Systems that Filter. *Proceedings of the 11th International Conference on Computational Creativity*, pages 297-302.

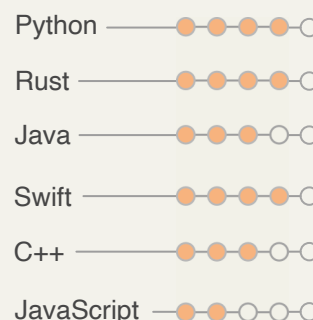
Glines, P., Biggs, B., & Bodily, P. M. (2020). Probabilistic Generation of Sequences Under Constraints. *Proceedings of the 1st Intermountain Engineering, Technology, and Computing Conference*, pages 135-140.

Bodily, P. M., Glines, P., & Biggs, B. (2019). "She Offered No Argument": Constrained Probabilistic Modeling for Mnemonic Device Generation. *Proceedings of the 10th International Conference on Computational Creativity*, pages 81-88.

Personal Information

- 208-380-2898
- porterglines@gmail.com
- <https://github.com/po-gl>
- porterglines.com
- References upon request

Languages



Skills / Familiar With

- Agile / Scrum
- Clean Code
- Test-driven Development
- NeoVim
- Machine Learning
- Neural Networks
- UNIX command line
- BASH Scripting
- MacOS and Windows
- SQL
- L^AT_EX
- Academic Conference Reviewing