

Riley TerBush

Undergraduate Mathematics
Student at Purdue University



Contact

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Education

PURDUE UNIVERSITY

Bachelor's in mathematics
with minors in Spanish and
Art & Design

Graduating May 2026

Skills

Java

Python

R

Adobe Illustrator

Adobe Indesign

Adobe Photoshop

Adobe AfterEffects

Creativity

Problem-solving

Design

Critical thinking

Writing

B-2 Level Spanish

About me

I am working towards a math degree to develop problem-solving skills that are applicable to a range of fields. I am interested in coding and design, and I'm looking to gain programming experience and expand my skillset. I am looking for a collaborative environment where I can work and learn about how to apply my skills to a field.

Jobs

BALLET TEACHER AT YOUNG WOMEN'S CHRISTIAN ASSOCIATION LAFAYETTE 2023

Planned and taught full ballet classes to local high schoolers.

ASST. BALLET TEACHER AT METROPOLITAN YOUTH BALLET 2023 SUMMER

Helped with teaching and supervision of students ages 3 to 6.

Leadership

BALLET CLUB PRESIDENT, TREASURER, VICE PRESIDENT 2023-2034

Taught ballet technique class to advanced and beginner students, managed club finances and student-faculty relations, planned events, organized performances, worked on inter-club collaborations

PURDUE DANC202 TA 2024

Responsible for covering classes when the instructor is missing, helping to teach combinations

VIOLIN CO-SECTION LEADER 2023

Responsible for leading practice drills for Purdue orchestra's violins

STUDENT NEWSPAPER EDITOR/MANAGING EDITOR 2020-2022

Worked on Carmel High School's HiLite newsmagazine, a many-time pacemaker winner that serves a 5000-student population. Responsible for overseeing other students' work, assigning deadlines, communicating expectations, teaching students to use Adobe creative software, designing and writing.

Notable Classes

Linear Algebra, Differential Equations, Real Analysis

Applications to machine learning and data science

Object-Oriented Programming using Java, Discrete Mathematics

Including loops, arrays, concurrency, input/output, graphical user interfaces, dynamic data structures, recursion