Thomas Glezen

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Education

UC Berkeley

B.A. in Computer Science
B.A. in Statistics
August 2017 - May 2021 | Berkeley, CA

Skills

Languages/Libraries

Python • NumPy • pandas
Seaborn • Matplotlib
R • R markdown • Shiny • ggplot
JavaScript • Node • Firebase
Java • C • SQL

Tools

Vim • Jupyter Notebook • Intellij

Other

Git • LaTeX • HTML • CSS
Docker • Debugging

Coursework

Data Structures
Machine Structures
Algorithms
Database Systems
Computer Security
Artificial Intelligence
Machine Learning
Optimization
Discrete Mathematics
Multivariable Calculus
Linear Algebra
Probability
Applied Statistics
Principles and Techniques of Data Science

Experience

Loak Software Engineer

- Designed new interface for the iOS app for Loak using Swift.
- Implemented UI improvements for improved experience.
- Optimized back end access to data base.

Lab Assistant | CS61B (Data Structures)

Aug 2018 – Dec 2018 | Berkeley, CA

- Taught students implementation of data structures.
- Helped students with project design and code debugging.

Projects and Experience

IBM Good Tech Scholars Program

- Designed a project which improves virtual education.
- Integrates IBM Cloud for storing video data and transcript.
- IBM Watson for speech to text transcription and sentiment analysis.
- Implements Bootstrap for visual improvements.

Java Database

- Implemented a SQL database that runs on Java.
- Supports ARIES recovery and backup.
- Can create and execute cascading transactions.

Maze

- Developed an algorithm which Generates pseudorandom mazes for the player to explore with each level increasing in difficulty.
- Integrated an AI that will target the player based upon their movement and location.

BearMaps

- Designed and implemented a Google Maps like application for Berkeley Campus
- Stitched together images in order to generate image maps.