Thomas Glezen

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EDUCATION

UC BERKELEY

B.A. in Computer Science
Expected May 2021 | Berkeley, CA
College of Letters in Science
Cum. GPA: 3.111 / 4.0
Major GPA: 3.333 / 4.0

LINKS

Github:// **tcglezen**
LinkedIn:// **tcglezen**

COURSEWORK

UNDERGRADUATE

The Structure and Interpretation of Computer Programs
Data Structures
Discrete Mathematics and Probability Theory
Foundations of Data Science
Probability and Mathematical Statistics in Data Science
Principles and Techniques of Data Science
Multivariable Calculus
Linear Algebra and Differential Equations
Concepts in Computing with Data
Efficient Algorithms and Intractable Problems
Probability for Statistics
Designing Information Devices and Systems I

SKILLS

PROGRAMMING

Lots of Experience:
Python • Pandas • Numpy
Java • Data Structures

Some Experience:
R • R markdown • Shiny • ggplot

Minor Amount of Experience:
JavaScript • Node • Firebase

PROJECTS

CHESS

Coded primarily in Java.
Programmed the game of chess
Has a "over the table" option which one can play against another.
Also includes a simple (weak) AI for the player to play against.

MAZE

Coded using exclusively Java
Simple Arcade style game
Involves randomly generated maps in which the player explores to collect the highest number of points.

MESSENGER BOARD

Coded using Javascript • Firebase • HTML
A simple message board which people can post to
Messages are sent and received in real time
Relies upon Firebase, a database from Google.

EXPERIENCE

CSM | CS61B (Data Structures)

Jan 2019 – present | Berkeley, CA

- Teaching students concepts required for the data structure course at Berkeley.
- Concepts include, but are not limited to
  - Lists
  - Iterators
  - Asymptotic
  - Hash Sets
  - Trees
  - Sorting Methods
  - Search Methods

ACADEMIC INTERN | CS61B (Data Structures)

Aug 2018 – Dec 2018 | Berkeley, CA

- Assisted students to conceptually understand assignments, labs, and projects.