

Thomas Glezen

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EDUCATION

UC BERKELEY

B.A. IN COMPUTER SCIENCE

B.A. IN STATISTICS

August 2017 - May 2021 | Berkeley, CA

Cum. GPA: 3.1 / 4.0

Major GPA: 3.3 / 4.0

SKILLS

LANGUAGES/LIBRARIES

Python • Numpy • pandas

R • R markdown • Shiny • ggplot

JavaScript • Node • Firebase

SQL • Java • C

TOOLS

Vim • Jupyter Notebook • IntelliJ

OTHER

Git • \LaTeX • HTML • CSS

COURSEWORK

Data Structures

Machine Structures

Algorithms

Database Systems

Machine Learning

Discrete Mathematics

Multivariable Calculus

Linear Algebra and Differential Equations

Probability Theory for Statistics

Applied Statistics

Principles and Techniques of Data Science

PROJECTS

RISCV CPU

- Implemented a CPU that runs on RISC-V logic.
- Supports 2 step pipelining and double pumping.

MAZE

- Created an arcade style game using Java.
- Generates pseudorandom mazes based on user input.

MESSENGER BOARD

- Designed and implemented an interactive messenger board.
- Runs on Node.js and Firebase, a noSQL data base provided by Google.

ACTIVITIES

SAAS | STUDENT ASSOCIATION FOR APPLIED STATISTICS

Sept 2019 – present | Berkeley, CA

- Discussed club planning in meetings for the Education Committee.
- Prepared and gave lectures on topics in data science.

CSM | COMPUTER SCIENCE MENTORS

Jan 2019 – present | Berkeley, CA

- Lead small group discussions for CS 61B.
- Tutored students in data structures topics.

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.