Thomas Glezen

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EDUCATION

UC BERKELEY
B.A. IN COMPUTER SCIENCE
GPA: 3.1

COURSEWORK

UNDERGRADUATE
CS 61B: Data Structures
CS 61C: Machine Structures
CS 161: Computer Security
CS 170: Algorithms
CS 182: Deep Neural Networks
CS 184: Computer Graphics
CS 186: Databases
CS 188: Artificial Intelligence
CS 189: Machine Learning
EE 126: Probability and Random Processes
EE 127: Optimization
Stat 140: Probability
Stat 135: Statistics
Data 100: Data Science
Data 102: Data, Inference, and Decisions

SKILLS

PROGRAMMING
Proficient in:
Python • NumPy • pandas • PyTorch • SQL

Also coded in:
R • Java • C • Bash • HTML • Swift •JS

TOOLS
Vim • Jupyter Notebook • Intellij

OTHER
Git • LaTeX
Docker • Debugging

LINKS

Github:// **tcglezen**
LinkedIn:// **tcglezen**
Website:// **tcglezen.com/**

EXPERIENCE

LOAK SOFTWARE ENGINEER
Aug 2020 – Present | Berkeley, CA
- Designed new interface for the iOS app for Loak using Swift.
- Resolve dependency issues and wrote documentation for future employees.

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

IBM GOOD TECH SCHOLARS PROGRAM
- Designed a project which improves virtual education.
- Integrated IBM Cloud for storing video data and transcript.
- IBM Watson for speech to text transcription and sentiment analysis.
- Implemented Bootstrap for visual improvements.

JAVA DATABASE
- Implemented a SQL database that runs on Java.
- Supported ARIES recovery and backup.
- Generated 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 targets the player based upon movement and location.

BEARMAPS
- Designed and implemented a Google Maps like application for The UC Berkeley Campus.
- Stitched together images to render sizable images.