Thomas Glezen

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY **Berkeley, CA**

B.A. Computer Science | GPA: 3.1/4.0 *Expected Graduation: May 2021*

***Relevant Classes*:** CS 61B: Data Structures, CS 61C: Machine Structures, CS 170: Algorithms, CS 188: Artificial Intellige
CS 189: Machine Learning, CS 184: Graphics, CS 186: Databases, CS 161: Computer Security, EE 126: Random Process
EE 127: Optimization, Stat 140: Probability, Data 100: Intro to Data Science, Data 102: Data, Inference, and Decisions

PROFESSIONAL EXPERIENCE

Loak App **Berkeley, CA**

Software Engineer Intern *Aug 2020 – Dec 2020*

- Amplified user experience by using Javascript to integrate Firebase in the iOS app to display inventory to users.
- Increased customer acquisition and retention using Swift and Storyboard to redevelop the UI/UX for the Loak iOS app and streamline the customer onboarding process by making portals more accessible and recognizable..
- Maximized advertising reach by analyzing data from Facebook Analytics and posting ads on Facebook accordingly.

University of California Berkeley - Computer Science 61B: Data Structures **Berkeley, CA**

Lab Assistant/Tutor CS 61B *August 2018 – May 2019*

- Taught students implementation of fundamental dynamic data structures, such as stacks, queues, trees, and linked structures, hash tables, search and sorting methods, and how to implement them in 650+ line code projects.
- Elaborated on basic principles of software engineering, abstract data types, algorithms for sorting and searching.
- Helped students with brainstorming project designs, debugging spaghetti code, and questioning their life purpose.

PROJECTS

CS 184: Computer Graphics - UC Berkeley

SoupSim: Soup Simulator *March 2021 - Present*

- Simulates the physical properties of soup, including viscosity, textures, and clumps of various ingredients.
- Allows for the user to tinker with various soupy parameters such as viscosity, compressibility, shear resistance, and modular spacing in order to obtain their ideal soup that they would like to have placed in their environment.
- Contains the potential to be abstracted to other liquids with clumps such as blood, lava, and other liquid objects.

CS 184: Computer Graphics - UC Berkeley

PathTracer: Light Simulator *Jan 2021 - March 2021*

- Built volume bounding hierarchy system to exponentially decrease runtime of rendering time for ray tracing objects.
- Coded bidirectional scattering distribution function which calculates how light reflects off of differentsurfaces
- Implemented adaptive sampling in order to better perceive light coming from a single source point.
- Programmed light reflection and refraction to allow glass and mirror objects and properly send light through

CS 188: Artificial Intelligence - UC Berkeley

Language Identification *Aug 2020 - Dec 2020*

- Developed a neural network that processes sentences and predicts its language using Python and Numpy and performs with an 83% testing accuracy on test data and includes Ensembles and dropout to avoid overfitting.
- Modeled as a naive recurrent neural network which intakes a word at each input layer.

LEADERSHIP EXPERIENCE

UC Berkeley Statistics Undergraduate Student Association

Education Committee *Aug 2019 - Dec 2019*

- Cultivated student interest in the statistics community at Berkeley by introducing them to data science.
- Created and graded assignments on topics such as probability, jupyter notebook, linear regression, introduction to numpy/pandas, and k near neighbors for students interested in exploring data science at a basic level.
- Organized and delivered data science lectures in linear regression, numpy/pandas, and plotting graphs.

SKILLS AND INTERESTS

Languages: Python, C++, Java, SQL, R, JS | **Libraries**: Numpy, pandas, Firebase | **Tools**: Vim, Jupyter Notebook, Xcode
Interests: Chess, Tennis, E-Sports, Boba, Spaghetti, Deep Fried Oreos, Board Games, Card Games, Foodie Destinations