Thomas Glezen

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Education

UC Berkeley
August 2017 - May 2021
Berkeley, CA
B.A. in Computer Science
B.A. in Statistics
GPA: 3.1 / 4.0

Skills

Languages/Libraries
Python • NumPy • pandas
SQL • R • Java • C

Tools
Vim • Jupyter Notebook • Intellij

Other
Git • LaTeX • HTML
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.
- 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.