

# Thomas Glezen

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## Education

### UC Berkeley

B.A. in Computer Science

B.A. in Statistics

August 2017 - May 2021

Berkeley, CA

## Skills

### Languages/Libraries

Python • NumPy • pandas

SQL • R • Java • C

### Tools

Vim • Jupyter Notebook • IntelliJ

### Other

Git •  $\text{\LaTeX}$  • HTML • CSS

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.
- Implemented UI improvements for improved experience.
- Optimized back end access to data base.

### 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 and Experience

### IBM Good Tech Scholars Program

- Designed a project which improves virtual education.
- Integrates IBM Cloud for storing video data and transcript.
- IBM Watson for speech to text transcription and sentiment analysis.
- Implements Bootstrap for visual improvements.

### Java Database

- Implemented a SQL database that runs on Java.
- Supports ARIES recovery and backup.
- Can create 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.