Thomas Glezen

github.com/tcglezen ● tcglezen.com ● linkedin.com/in/tcglezen
tcglezen@berkeley.edu

Education

UC Berkeley
B.A. in Computer Science
B.A. in Statistics
August 2017 - May 2021 | Berkeley, CA
Cum. GPA: 3.0 / 4.0

Skills

Languages/Libraries
Python ● Numpy ● pandas
Seaborn ● Matplotlib
R ● R markdown ● Shiny ● ggplot
JavaScript ● Node ● Firebase
SQL ● Java ● C

Tools
Vim ● Jupyter Notebook ● Intellij

Other
Git ● LaTeX ● HTML ● CSS ● Docker

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

Volunteer Work

Competitions
Proctored and graded exams
and helped run logistics.
- Golden Gate Science Olympiad
- Berkeley Math Tournament

Projects

RISC-V CPU
- Implemented a CPU that runs on RISCV logic.
- Supports 2 step pipelining.

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 database 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.