

I am a recent Cornell graduate looking to start my career in tech, focusing right now on systems administration and IT jobs. I have a strong background in theory and abstraction, I like to tinker and solve problems creatively, and I care a lot about effective teamwork and building strong relationships.

RELEVANT SKILLS

Computer Systems

- Server management
- Linux & Mac OS
- Command line proficiency
- Vim & Emacs (+ evil mode)

Programming Languages

- Haskell • C • Java • Python • Ruby •
- Perl • Perl6 • JavaScript • Shell •
- LaTeX • HTML5 • (S)CSS • OCaml •
- Objective C • Racket • Forth

Teamwork & Communication

- Technical Writing
- Team Collaboration
- High-Level Project Design
- Git

WORK EXPERIENCE

New England Complex Systems Institute

Student Researcher

Summer 2017

Wrote "[The Inherent Instability of Disordered Systems](#)", a paper extending an information theoretic model of complex systems in order to understand and prove mathematical results about the dynamics of complex systems.

MIT Media Lab

Student Researcher

Summer 2016

Data analysis and modeling of the changing informal organization of a company in relation to the number and difficulty of tasks it takes on. Programming in Ruby and Gnuplot.

PROGRAMMING PROJECTS

MARID

Solo project to recreate the original Super Mario Bros. from a first-person perspective. Just as a first-person game in a 3D world has a 2D window, a first-person game in a 2D world has a 1D window. Involved rendering, file parsing, and concurrent programming. >2,500 lines of C. [olynch/fp_mario](#)

Hnefatafl

Lead a group project to program the Scandinavian chess-like game of hnefatafl. Responsibilities included prototyping, managing group dynamics, developing the framework, reviewing code, and programming graphics. ~1,500 lines of OCaml. [radvendii/hnefatafl](#)

EDUCATION

Cornell University

BA in Mathematics; Linguistics Minor
Completed Fall 2018

Selected Courses: PL Theory (Grad.), Operating Systems, Computer Graphics, Teams & Technology, Logic (Grad.), Model Theory (Grad.), Algebra (Grad.)

Racket School

Summer 2018

Course in the Racket programming language, the paradigm of language-oriented programming, compilers, macros, and DSLs.

NECSI

Complex Systems Winter School
Winter 2012

Courses in complex systems theory, modeling, networks, and data analytics.

INTERESTS

Category Theory • Type Theory • Intuitionist Logic • Human-PL Interaction • Interface Design • Moral Philosophy • DIY Hacks • Constructed Languages • Learning New Things

MISCELLANEOUS

I like to dance (mostly blues and contra), go rock climbing, and bike everywhere. I've recently gotten into puzzle games such as Antichamber, Baba is You, and Recursed.