

Mark Glinberg

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EDUCATION

Georgia Institute of Technology (Atlanta, GA) August 2021 - June 2024 (Expected)

- BS Candidate in Computer Science
- 4.0 GPA w/ Faculty Honors and Dean's List: Fall 2021 - Summer 2022

EXPERIENCE

Systegration Inc (Glenview, IL) - *Returning Networking Admin & Accounting Intern* June 2018 - August 2021

- Led office-wide migration to Office 365 and setup MS Exchange
- Rebuilt the company's websites from scratch with WordPress
- Led integration of a VOIP service to improve communication infrastructure and workflow
- Relocated SQL server to new hardware and assisted in backup
- Used Quickbooks and ADP for accounting tasks such as payroll and PPP Loan Forgiveness

LEADERSHIP

Alpha Rho of Phi Kappa Tau Fraternity - *Treasurer* December 2021 - Current

- Participated in forensic accounting to fix the fraternity's treasury and helped recover nearly \$10,000
- Established a system for tracking complex financials reaching the magnitude of 6 figures

Georgia Tech Ski and Snowboard Club - *Treasurer* December 2021 - Current

- Created a system for managing financials of a club in year one with 100+ members
- Facilitated more than 10 ski trips at discounted prices for members

Georgia Tech Marching Band - *Section Leader* August 2022 - Current

- Led the largest instrumental section in the band with 35-50 people every year

PROJECTS

VIP (Vertically Integrated Project) - sites.gatech.edu/ecocar Fall 2022 - Current

- Worked on EcoCar VIP team to modify 2023 GMC Cadillac Lyriq to compete in EcoCAR EV Challenge
- Worked with the CAV (Connected and Automated Vehicles) sub-team to develop self-driving functionality
- Used MATLAB and Simulink to implement machine vision algorithms and self-driving behavior

Drone Proof-of-Concept - github.com/mng03/Drone-Service June 2022 - July 2022

- Built a drone service client in Java that implemented complex data structures like TreeMaps, a State Pattern, and a JavaFX skin on the client
- Built a similar drone service client in MySQL using nested queries in procedures and functions

GBA World's Hardest Game - github.com/mng03/GBA-Worlds-Hardest-Game April 2022 - April 2022

- Replicated World's Hardest Game in C on GBA Emulator using C concepts such as pointer arithmetic
- Integrated GBA Emulator graphics through Direct Memory Access emulated at the hardware level

Company Websites - systegration.com, [act-training-net](https://act-training-net.com), consultrancorp.com July 2019 - July 2019

- Built 3 websites to replace legacy ones using a WordPress template and some custom html and css code

Chess Game - github.com/mng03/Chess May 2019 - May 2019

- Built a fully-fledged Java-based chess game interface making use of Java Swing and data structures

SKILLS

Programming Languages: Java (proficient), Python (intermediate), Assembly (intermediate)
C (intermediate), MySQL (intermediate), MATLAB (intermediate)
JavaScript/HTML/CSS (beginner)

Relevant Knowledge: OOA, OOD, OOP, UP, DS&A, Networking, Operating Systems, Processor Architectures, Artificial Intelligence, Databases, Discrete Math, Diff EQ, Multivariable, Probability and Statistics

Technical Experience: GitHub, SQL, VOIP, WordPress, LAN, DHCP, DNS, TCP/IP, Quickbooks, ADP

Languages: English (native), Russian (native), French (proficient/expert)

Music/Sports Clarinet, Alto Saxophone, Tennis, Skiing, Biking