

Kyle Headley

PHD Student

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Objective	Looking for a summer internship working with emerging computer technologies. I'm currently working with functional languages and incremental computation. I like working on my own or doing support and coordination work for a team.
Education	University of Colorado, Boulder 2015-Current <ul style="list-style-type: none">GRE: 87+ percentile Quantitative and VerbalPursuing a PHD in Programming Languages University of Maryland 2011-2015 <ul style="list-style-type: none">SAT: 2100+Graduated with Dual Degree: BS Computer Science / BA PhilosophyCompleted coursework in: java, C, asm, ocaml, systems, concurrency, data structuresCS GPA 3.7
Papers (Extracurricular)	Student Research Competition, ICFP September 2015 <ul style="list-style-type: none">Gave a talk on my own research, "Sparse Adapton", to the general audiencePresented a poster at the welcome reception Programming Languages Lab at UMD Fall 2014 <ul style="list-style-type: none">Put together a conference paper with a postdoc, accepted at OOPSLAWriting, benchmarking and analysing state of the art software Compilers Class December 2013 <ul style="list-style-type: none">Wrote proposal for a student byte-code language based on stacks and hashtables Philosophy Blog: http://www.bestthinking.com/thinkers/kyle-headley
Projects	PennApps September 2013 <ul style="list-style-type: none">Largest student Hackathon at the timeAwarded Prize for Best Use of Point.io API for our secure document viewer Additional Hackathons: 2013-Current <ul style="list-style-type: none">GlobalGameJam, MHacks, HackMIT, HackDuke, BitCamp, DaemonDashWide variety of hacks including platform game, natural language processing, mobile wifi communications, simulation, twitter aggregation, 3d visualizations Past Projects and Skills <ul style="list-style-type: none">Prototyping projects: Web apps, Flash, 3D graphics, game redesign, video, physics sims, abstract APIC/C++, ASM, JAVA, Ocaml, Python, ColdFusion, Flex, SQL, ActionScript, Unity3D, HTML/JavaScript, Mathematica, OpenGL, other APIs
Work	Research Assistant College Park, MD PLUM Lab 2014-2015 <ul style="list-style-type: none">Worked with grad students, postdoc, professors, in a group of 10-20Doing research, analysing, and benchmarking new technologyCreated a graph visualization tool in HTML, 'graphmovie' on GitHub Development Intern College Park, MD CattLab 2013-2014 <ul style="list-style-type: none">CattLab works with and stores nationwide traffic dataWorked with small team of 5 to develop and maintain traffic reporting softwareFixed minor issues for immediate deploymentRewrote backend of system from ColdFusion to DjangoWrote PDF creator with ReportLab, logging system in PythonMigrated DB code from Postgres to MSSQLGenerated reports for the Governor of Maryland