

# Jonathan Glines

glines.net  
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## EDUCATION

**IDAHO STATE UNIVERSITY**  
BS IN COMPUTER SCIENCE  
MINOR IN MATHEMATICS  
Dec 2016 | Pocatello, ID

## LINKS

Website: [glines.net](http://glines.net)  
Github: [github.com/glines](https://github.com/glines)

## COURSEWORK

Compilers  
Computer Graphics  
Digital Systems  
Operating Systems  
Numerical Analysis  
Linear Algebra

## SKILLS

### PROGRAMMING

Autotools • Bash • C • C++ • C#  
CMake • DirectX 12 • Docker  
Git • Golang • JavaScript •  $\LaTeX$   
Linux • MPI • OpenGL • Perl  
Python • SDL • UE4 • Visual Studio

### LANGUAGES

English  
Japanese (Intermediate)

## EXPERIENCE

**NVIDIA CORPORATION** | DATA CENTER TOOLS SOFTWARE ENGINEER  
2017-Present | Champaign, IL  
Developed Python tools for managing NVIDIA DGX systems. Used NVIDIA Management Library (NVML) C API to monitor GPU health. Interfaced with Docker API in Golang to deploy containerized software. Automated builds using Autotools and Docker.

### ON SEMICONDUCTOR | MANUFACTURING IT INTERN

Summer 2014 | Pocatello, ID  
Automated migration to Mercurial version control using Python and Ansible.

### IDAHO STATE UNIVERSITY | ASSISTANT IT PROGRAMMER

2011-2014 | Pocatello, ID  
Installed Ubuntu Linux remotely on a 100+ node computer cluster using PXE boot. Wrote a Perl CGI application to manage student examination times. Administered computer clusters.

## OPEN SOURCE

### TTOY | GRAPHICAL TERMINAL EMULATOR

<https://github.com/glines/ttoy>  
Personal project to create an OpenGL terminal emulator, inspired by Shadertoy.com and GLSL Sandbox. Written in C with SDL, Freetype, and libtasm.

### NIXOS | PURELY FUNCTIONAL LINUX DISTRIBUTION

<https://nixos.org> | <https://github.com/glines/nixrc>  
Contributed patches upstream to add new software packages to NixOS. Experimented with purely functional build techniques.

## RESEARCH

### IDAHO STATE UNIVERSITY | UNDERGRADUATE RESEARCH ASSISTANT

2015-2016 | Pocatello, ID  
Worked with **John Edwards** exploring computational geometry algorithms as applied to generalized Voronoi diagrams. Implemented several isosurface extraction algorithms (including marching cubes) in C.

## EXTRACURRICULAR

### ISU IGNITECS GROUP | ELECTED UPPERCLASSMEN PROJECT LEADER

Fall 2016 | Pocatello, ID  
Mentored local high school students interested in Computer Science while developing a workshop curriculum using Scratch and Shadertoy.

### ISU ANIME CLUB | ELECTED TREASURER AND PRESIDENT

2014 | Pocatello, ID

## REFERENCES

Upon request.