James R. Glenn, Ph.D.

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EDUCATION

Ph.D. (Computer Science), University of Maryland, College Park   1998
   Dissertation: *Implementing WS1S via Finite Automata*

A.B. *summa cum laude* (Mathematics), Amherst College   1992
   Honors Thesis: *Algebraic Properties of the Ring of Arithmetic Functions*

TEACHING POSITIONS

Yale University   New Haven, CT
   Senior Lecturer   2019-present
   Lecturer   2017-2019

Amherst College   Amherst, MA
   Visiting Assistant Professor   2014-2017

Loyola University Maryland   Baltimore, MD
   Chair, Department of Computer Science   2012-2014
   Associate Professor (tenured)   2008-2014
   Assistant Professor   2002-2008

Lafayette College   Easton, PA
   Assistant Professor   2000-2002

University of Maryland   College Park, MD
   Lecturer   1997-2000

INDUSTRY POSITIONS

FINRA (under contract to)   Rockville, MD
   Quality Assurance Engineer   2010

COURSES TAUGHT

Introduction to Computing	Computer Architecture	Adv. Comp. Intell. for Games
Computer Science I	System Software	Discrete Mathematics
Computer Science II	Operating Systems	Theory of Computation
Data Structures	Algorithm Analysis	Object-Oriented Programming
Programming Languages	Comp. Intell. for Games	

SELECTED STUDENT RESEARCH AND CAPSTONE PROJECTS

S. Robinson, "Optimal Decision Making in NFL Football Based on Simulation and Modeling", 2020
Y. Saleh, "Backchannel Communication in Classrooms", 2018
T. Oni-Orisan, D. Mariselli, M. Ibrahim, A. Chou, "Dependence and Testability", 2016
J. LoBue, "Grid Coloring Algorithms for 3 Player Exact-T", 2008
J. Riley, "Genetic Algorithms for Yahtzee", 2006

SERVICE

Department
Member, Teaching and Curriculum Committee, 2021-23
Member, Lecturer Search Committee, 2021
Member, Lecturer Reappointment and Promotion Committees, 2020, 2022, 2023
Member (2005-2014) and Chair (2008-12,14), Major Curriculum Committee
Moderator, Upsilon Pi Epsilon, 2002-2013
Major Advisor, 2003-06, 2007-2011, 2014-2017
Chair, Search Committee, 2003, 2008, 2011
Comprehensive Examiner, 2015-2017

College
Member, Faculty Compensation Committee 2005-2010, 2011-14
Member, Budget Committee, 2012-13
Member, Academic Senate, 2004-05, 2011

Profession
Reviewer, IEEE Transactions on Games, 2022
Program Committee Member, Educational Advances in AI, 2018-21

Community
Loyola College High School Programming Contest, 2006-2009
Chair, CCSCE and High School Programming Contests, 2004

REFEREED PUBLICATIONS

D. Binkley, J. Glenn, P. McMinn, A. Alsharif, An Investigation into the Effect of Control and Data Dependence Paths on Predicate Testability. In *20th IEEE Intl. Working Conf. on Source Code Analysis and Manipulation*, 2020.

J. Glenn, R. Brunstad, Automatic Playtesting for Yahtzee. In *2020 IEEE Conf. on Games,* 2020.

J. Glenn. Evaluation Scheduling in Noisy Environments. In *Proceedings of the IEEE Symp. on Found. of Computational Intelligence* (FOCI 2013) pp. 68-75. IEEE, ISBN 978-1-4673-5901-6, 2013.

J. Glenn. Optimizing Genetic Algorithm Parameters for a Stochastic Game. In *Proceedings of the International Conference on Evolutionary Computation* pp. 199-206. SciTePress, ISBN 978-989-8425-31-7, 2010.

J. Glenn, C. Aloi. A generalized heuristic for Can't Stop. In Proceedings of the 22nd FLAIRS Conference pp. 421-426. 2009.

J. Glenn, H.-r. Fang, C. Kruskal. A retrograde approximation algorithm for multi-player Can't Stop. In *6th International Conference on Computers and Games*. Lecture Notes in Computer Science 5131. H.J. van den Herik, X. Xu, Z. Ma, M.H.M Winands (eds). pp. 252-263. 2008.

H.-r. Fang, J. Glenn, C. Kruskal. Retrograde approximation algorithms for jeopardy stochastic games. ICGA Journal, 31(2):77-96, 2008.

J. Glenn, D. Binkley. An Investigation of Hierarchical Bit Vectors. In *New Topics in Theoretical Computer Science*, O. Terikhovsky, W. Burton (eds.). pp. 143-160. Nova Science Publishers, 2008.

W. Gasarch, J. Glenn , C. Kruskal. Finding large 3-free sets I: The small *n* case. *Journal of Computer and System Sciences*, 74(4):628-655, 2008.

J. Glenn, H.-r. Fang, C. Kruskal. A retrograde approximation algorithm for two-player Can't Stop. In *Computers and Games Workshop.* 2007.

J. Glenn. Computer Strategies for Yahtzee. In *Proceedings of the 2007 IEEE Symposium on Computational Intelligence and Games, pp. 132-139*. IEEE, 2007.

R. Beigel, W. Gasarch, J. Glenn. The multiparty communication complexity of Exact-T: Improved bounds and new problems. In *31st Intl. Symp. on Mathematical Foundations of Computer Science*, Lecture Notes in Computer Science 4162, R. Královic and P. Urzyczyn (eds). pp. 146-156. 2006.

J. Glenn, H.-r. Fang, C. Kruskal. A retrograde approximation algorithm for one-player Can't Stop. In *5th International Conference on Computers and Games*. Lecture Notes in Computer Science 4630. H.J. van den Herik and H.H.L.M. Donkers (eds).   pp. 148-159, 2006.

J. Glenn, W. Gasarch. Implementing WS1S: Performance issues. In *2nd Workshop on Implementing Automata*, Lecture Notes in Computer Science 1436. D. Wood and S. Yu (eds.). pp. 75-86. Springer Verlag, 1998.

J. Glenn, W. Gasarch. Implementing WS1S via finite automata. In *1st Workshop on Implementing Automata*, Lecture Notes In Computer Science 1260. D. Raymond, D. Wood, S. Yu (eds.). pp. 50-63. Springer Verlag, 1997.

OTHER WORK

J. Glenn. An optimal strategy for Yahtzee. Loyola College in Maryland Department of Computer Science Technical Report CS-TR-0002. 2006.

HONORS AND AWARDS

Outstanding CS Professor, Yale Computer Society, 2018
Sabbatical, 2009-2010
Junior Sabbatical, 2006
Honorable Mention, Dean's Award for Excellence in Teaching, University of Maryland, 1999

REFERENCES for JAMES GLENN

Dr. Roger Eastman
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