

James R. Glenn, Ph.D.

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EDUCATION

Ph.D. (Computer Science), University of Maryland, College Park Dissertation: <i>Implementing WS1S via Finite Automata</i>	1998
A.B. <i>summa cum laude</i> (Mathematics), Amherst College Honors Thesis: <i>Algebraic Properties of the Ring of Arithmetic Functions</i>	1992

TEACHING POSITIONS

Yale University <i>Senior Lecturer</i> <i>Lecturer</i>	New Haven, CT 2019-present 2017-2019
Amherst College <i>Visiting Assistant Professor</i>	Amherst, MA 2014-2017
Loyola University Maryland <i>Chair, Department of Computer Science</i> <i>Associate Professor (tenured)</i> <i>Assistant Professor</i>	Baltimore, MD 2012-2014 2008-2014 2002-2008
Lafayette College <i>Assistant Professor</i>	Easton, PA 2000-2002
University of Maryland <i>Lecturer</i>	College Park, MD 1997-2000

INDUSTRY POSITIONS

FINRA (under contract to) <i>Quality Assurance Engineer</i>	Rockville, MD 2010
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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

- M. Solonko, "Cribbage Counterfactual Regret Minimization", 2023
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

SERVICE

Department

Yale: MS Admissions Committee, 2023; Teaching and Curriculum Committee 2021-23;
Lecturer Search Committee, 2021; Lecturer Reappointment and Promotion Committees, 2020,
2022, 2023
Amherst: Comprehensive Examiner, 2015-2017
Loyola: Major Curriculum Committee 2005-14; Moderator, Upsilon Pi Epsilon, 2002-2013;
Major Advisor, 2003-06, 2007-2011, 2014-2017; Search Committee, 2003, 2008, 2011

College

Loyola: Faculty Compensation Committee 2005-2010, 2011-14; Budget Committee, 2012-13;
Academic Senate, 2004-05, 2011; Goldwater Scholarship Advisory Committee 2002-07

Profession

Reviewer: IEEE Transactions on Games, 2022; Educational Advances in AI, 2018-21

Community

CCSCE Programming Contest 2004; Loyola High School Programming Contest, 2004, 2005-09

REFEREED PUBLICATIONS

- M. Solonko, J. Glenn, Toward Optimal Play of Cribbage. In 2023 IEEE Conf. on Games, 2023.
- 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. Aloï. 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