JAXON HORNSEY

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EXPERIENCE

Bull's Eye Pizza

General Employee

May 2019 – April 2020 Windsor, Ontario

- Maintained customer happiness with consistent food quality and service.
- Restocked and prepared ingredients following proper protocols.
- Processed transactions while communicating with customers about products and company information.

East Side Mario's

Pizza Maker

Oct 2017 - July 2018 Windsor, Ontario

- Collaborate with cooking line to ensure orders are finished in sync.
- Maintain focus in a fast paced dynamic environment.
- Adhered to safe and proper guidelines for food handling.

TECHNICAL SKILLS

- C, Java, Python, HTML, CSS, Bootstrap, PHP, MySQL
- Jupyter Notebook, MS Visual Studio
- Database Design
- Data Structures and Algorithms
- Reading Documentation

PERSONAL SKILLS

- Analytical and Critical Thinking
- Comfortable Working Independently
- Ability to take initiative to solve problems
- Excellent Teamwork and Communication Skills

HOBBIES

- Playing Tennis and Working Out
- Listening to Music
- Ping Pong
- Programming

EDUCATION

Bachelor's Of Computer Science

University Of Windsor

September 2020 – Present

Secondary School

St.Josephs High School

September 2016- June 2020

PROJECTS

Energy Company Database

- **Developed a Database** to contain information about customers, products, payments, expenses and regions.
- Created a python program to populate our **mySQL** database.
- Created a **Web Application** with a interactive form that returns specific **queries**.
- Front End Tools used are **HTML, CSS** and **Bootstrap**.
- Back End Tools used are **PHP** and **mySQL**.

Prisoner's Dilemma Research Paper

- Used **Axelrod Python library** to run trials between different strategies based off the famous game theory experiment called "Prisoner's dilemma" .
- Compare the effectiveness of different optimization methods **(Brute Force, Hill Climbing and tabu search)** in finding the best game strategy.
- Implemented the **Matplotlib Python library** to visualize and interpret our data.
- Collaborate and Delegate milestones amongst group members.

Mushroom Classification Research Paper

- Working with **Supervised data set** of mushrooms that are defined on 22 attributes, which are then classified as either edible or poisonous.
- Goal : Compare the speed and accuracy between algorithms to find the best hyper parameters algorithm.
- Used **Scikit-learn** a **Machine Learning library** in **Python** to implement our algorithms.
- 4 different Classification methods : **K-nearest Neighbor, Multi-layer Perceptron**, **Decision Trees** and **Support Vector Machines**.
- Used **Grid Search Cross-Validation** technique to figure out the best parameters for each algorithm.