JEREMY THUMMEL

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SKILLS & QUALIFICATIONS

- Proficient in analyzing data and drawing trends using critical thinking and pattern recognition.
  - Knowledgeable at gathering and manipulating data from large databases using SQL.
- Competent at 3D modeling using AutoCAD and SketchUp software.
  - Experience designing and 3D printing components for use with Arduino LCD.
- Use GDScript in the Godot engine to produce custom physics for video game projects using 2D vector normalization techniques and self-programmed acceleration systems.
- Manage client invoice details in Microsoft Excel for tutoring payments.

EDUCATION   3.7GPA

BACHELOR'S IN COMPUTER SCIENCE (HONS)   SEPTEMBER 2022 - CURRENT | 2ND YEAR
Ontario Tech University

- Applicable Courses: Intro to Computer Science, Programming Workshops I, Programming Workshops II, Computer Architecture I, Scientific Data Analysis, Data Structures, Discrete Mathematics for Computer Science, Statistics and Probability for Physical Sciences, Software Systems Development & Integration, Software Design and Analysis, Computational Science I.
- Recipient of the 2022 Fall Semester and 2023 Winter Semester Principal's List Award.

PROJECTS

EMAIL SPAM DETECTION - SOFT. SYSTEMS & INT.   MARCH 2024
- Three person project training an algorithm to detect the difference in email spam and ham.
  - Using a Restful API running on a GlassFish server, emails are parsed to a Java file where an algorithm learns to create probabilities that determine whether or not an email is spam.
  - The client displays the algorithm's accuracy and precision in its spam determinations using HTML, CSS, and JavaScript.

SCREEN TIME STUDY - SCIENTIFIC DATA ANALYSIS   NOVEMBER 2023
- Solo summative project graphing the relationship between a person's mental health and their screen time.
  - Using Python in a Jupyter Notebook, displayed graphs using the Matplotlib and Seaborn libraries.
  - Gathered and imported data from external CSV files using Pandas and NumPy libraries.

BUNNY POPULATION SIMULATION - PROGRAMMING WORKSHOPS I   OCTOBER 2022
- Individual programming project to simulate the population of bunnies on a farm.
  - Created an Object Oriented Programming system in C++ using pointer methods, and vectors.
  - The program successfully iterates through different generations of bunnies, outputting data that represents the growth of the farm's population, and keeps track of bunnies with no more life-span.

EXPERIENCE

PRODUCE CLERK   JUNE 2021 - CURRENT
Longo's
- Experience dealing with tightly timed quotas and mass amounts of customer demands.
  - Enhanced ability to solve problems in a team setting fast and efficiently, and work under stressful conditions with effective time-management.

MARTIAL ARTS INSTRUCTOR   NOVEMBER 2018 - MARCH 2019
Stouffville Martial Arts Academy
- Ran and organized classes that taught a young generation of students self-defence.
  - Took up a leadership position when conducting karate classes.
  - Practiced conflict resolution when dealing with younger students, and exercised adaptability and organizational skills when my supervisors requested additional teaching plans.

LinkedIn: https://www.linkedin.com/in/jeremy-thummel/ | GitHub: https://github.com/JeremyT21