

JEREMY THUMMEL

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WEBSITE DEVELOPER

SEPTEMBER 2021 - CURRENT

- I manage my own programming portfolio website. This provides me lots of experience with version control systems like **Git**. I take on a **full-stack developer role**, and code the HTML **front-end** visuals and **back-end** JavaScript element manipulation for my website.

LONGO'S PRODUCE CLERK

JUNE 2021 - CURRENT

- I was able to deal with tightly timed quotas and mass amounts of customers. This assisted in enhancing my abilities as a team member and problem solver.

EDUCATION

3.7GPA

ONTARIO TECH UNIVERSITY

SEPTEMBER 2022 - CURRENT | 2ND YEAR

- Pursuing a Bachelor's in Computer Science with Honours
- Major concepts taught: UML Diagrams, REST APIs, Data Structures, Object Oriented Programming, Assembly Language, Discrete Mathematics, Convergence Algorithms, MATLAB Matrix Manipulation, Data Analysis Using Jupyter Notebook
- 2022 Fall Semester and 2023 Winter Semester Principal's List Member

C++

- Using **pointers and memory addresses** I can work with data stored directly in the computer's memory.
- I use these concepts to create simulations (including a simulation of a rabbit population available on my GitHub).

Python

- Using libraries such as **matplotlib and seaborn** I analyze data and graph conclusions. I also use Python to experiment with **approximation algorithms** (secant method, etc.).

Java

- I have experience using Java to code recursive functions that traverse, manipulate, and change large data structures, including **AVL trees and node lists**.

HTML / CSS / JavaScript

- I develop web-based projects that include libraries such as **jQuery**.
- I also use the physics based HTML5 framework **Phaser** to create projects that I have run off of a **USB Webserver** which enables internet connectivity.

ADDITIONAL SKILLS

SOFTWARE EXPERIENCE

- Experience with sorting and manipulating databases with **MySQL** using SQL.
- I have **AutoCAD** and **SketchUp** experience, designing components for use with **Arduino components**.
- Using **GDScript** in the Godot game engine, I produce video game projects.
- Microsoft Excel** allowed me to manage my tutoring payments and invoice details for clients.

LINKS

LinkedIn: <https://www.linkedin.com/in/jeremy-thummel/>

Github: <https://github.com/JeremyT21>

Personal Website: <https://jeremyt21.github.io/jeremy/>