

# Nick Thomas

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## EDUCATION

- 2020 - 2024      **Deggendorf institute of technology** BSc Artificial Intelligence
- GPA 1.6 (Germany) at the end of the 5<sup>th</sup> Semester
  - Projects on Machine Learning tasks (R, Python) and other AI topics
  - Programming a very own 90s game in Java alone
- 2017 - 2019      **Nellenburg Gymnasium Stockach** A levels (Abitur)
- 1 year programming class

## WORK EXPERIENCE

- Feb 2022 - Apr 2022      **Working Student, Developing a quantitative text-sentiment analysis tool**
- Evaluating German political parties with my self-developed program to find their stance towards energy safety, working with the twitter API to analyse German party tweets
  - Used Language: R, Python
- Sep 2022 - Mar 2022      **Internship at a German Startup as an AI/Software-engineer**
- Learning Unity Game engine as well as C#, PlasticSCM, GitHub
  - Creating an AI-Algorithm that recommends jobs to young students (Skills: python, sklearn, pandas, numpy, jupyter and Azure ML Studio)

## PROGRAMMING EXPERTISE

- 2021      **Developing a chatbot using Microsoft's LUIS**
- Using HTML, CSS, JavaScript
- 2022      **Developing a ML supported real estate pricing tool using R**
- Analysing datasets and displaying them on a leaflet map
  - Dynamic placement and automatic real time price prediction of new real estate
- 2021      **Programmed my own 90s "Defender" game in Java**
- 6 hours per week in Java programming practice
- 2022      **Developing another chatbot using Python and Rasa**
- Worked in a team of 2 people to program an assistant called 'StoodFood' that gives food recipes and recommendations tailored to the user's food inventory and cravings
- 2022      **Computer vision project for a tennis ball-retrieving robot**
- Using a "Jetbot" Kit and Python
- 2022      **Software engineering project for a "Connect 4" game using python**
- Using state of the art deployment methods and writing software tests with Selenium
  - Achieved universal compatibility with Docker
  - AI vs AI and Player vs AI mode

## SKILLS & INTERESTS

Languages	German (native), English (fluent), French(basic), Korean(beginner)
Technology	Python, Java, R, SQL, Excel, JSON, Docker, JavaScript, CSS, HTML, GitHub, C#, YAML, Unity
Societies	United AI
Interests	Machine Learning, Computer Vision and Robotics, Outdoor activities, Reading, Chess, Acoustic guitar