Nick Thomas

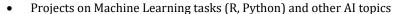
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EDUCATION

2020 -	Deggendorf institute of technology BSc Artificial Intelligence

2024 Average Grade of 1.5 "Very Good" (Germany) at the end of the 7th Semester



Programming a very own 90s game in Java alone

Nellenburg Gymnasium Stockach A levels (Abitur) 2017 -

2019 1 year programming class

WORK EXPERIENCE

Feb 2022 -Working Student, Developing a quantitative text-sentiment analysis tool

Apr 2022

- 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

Internship at a German Startup as an AI/Software-engineer

Sep 2022 -Mar 2022

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

Software engineering project for a "Connect 4" game using python 2022

- 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
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Societies United AI

Interests Machine Learning, Computer Vision and Robotics, Outdoor activities, Reading, Chess, Acoustic guitar