Jacob Sage

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Education

University of Central Florida August 2018 – May 2022
B.S. Computer Science w/ Minor in Mathematics GPA: 3.51
Enrolled in the Accelerated Computer Science M.S. program

Skills

Languages: Python, C, Java, C#, JavaScript, HTML, CSS
Frameworks: Unity, PyGame, React.js

Experience

Amazon May 2021 – August 2021
Incoming Software Development Engineer Intern Irvine, CA

EC-Council June 2020 – August 2020
Machine Learning Engineering Intern Remote

- Created software that, based on user activities within a competition, can predict the time required for future users to complete competition challenges

Esaote North America October 2019 – November 2019
Freelance Software Engineer Tampa, FL

- Created software in Python that reformats patients' files in mass quantity to aid the company's transition into newer equipment

Notable Projects

Maze Solver Python, PyGame

- Built a program that allows the user to draw a maze out of a grid and uses a search algorithm to direct Toby (the in-game character) through the maze

Visa Job Finder React.js, JavaScript, JSX, Node.js, HTML, CSS

- Handled the front-end development of a website used to help immigrants find work based off of their visa

Compiler C

- Created a recursive descent parser that converts input from a pseudocode-like language, SimpleC, into LLVM IR machine code
- Able to parse functions, if-statements, variable assignment/declaration, and regular expressions

Leadership

- Moderator on UCF Computer Science Discord which has connected **over 6,600 UCF students** to various forms of academic assistance such as course group chats and tutoring
- Past Club Officer for the University's Artificial Intelligence club with **over 950 members** in which I led team projects and research paper discussions

Relevant Academics and Coursework

Algorithms and Data Structures I/II, Calculus I/II/III, Physics I/II, **Artificial Intelligence**, Computer Architecture, Security in Computing, **Evolutionary Computation**, **Matrix & Linear Algebra**, Object Oriented Programming, Discrete Mathematics I/II