Jacob Sage

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Education

University of Central Florida   Expected Graduation: May 2023
B.S. Computer Science w/ Minor in Mathematics   GPA: 3.58
Enrolled in the Accelerated Computer Science M.S. program
Clubs: AI@UCF

Skills

Languages: Python, C, Java, C#, C++, JavaScript, HTML, CSS
Frameworks: NumPy, pandas, Unity, PyGame, React.js, PyTorch, TensorFlow

Experience

EC-Council   June 2020 – August 2020
Machine Learning Engineering Intern   Remote
- Working on the CyberQ team

Esaote North America   October 2019 – November 2019
Contract Work   Tampa, FL
- Created software in Python that reformats patients' files in mass quantity to aid the company's transition into newer equipment.

Notable Projects

Super Smash Bros. RL Python
- Leading a five-person team to make a reinforcement learning agent for Super Smash Bros. Melee
- Leading weekly discussions on reinforcement learning papers to ensure the team is knowledgeable on the subject
- Accessed the emulator's program memory to obtain relevant information on the game state

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
- Created for a group project at SwampHacks (University of Florida hackathon)

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

Relevant Academics and Coursework

Calculus I/II, Algorithms and Data Structures I/II, OOP, Discrete Mathematics, Statistics, Systems Software