

# Jacob Sage

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## Education

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### University of Central Florida

B.S. Computer Science

Clubs: AI@UCF

August 2018 – May 2022

GPA: 3.58

## Relevant Academics and Coursework

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Calculus I/II, Algorithms and Data Structures I/II, OOP, Systems Software, Discrete Mathematics, Statistical Methods, Computer Structure and Organization

## Skills

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Languages: Python, Java, C, JavaScript, HTML, CSS

Frameworks: React.js, PyGame

## Experience

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### EC-Council

*Incoming Software Engineering Intern*

May 2020 – August 2020

Tampa, FL

### Esaote North America

*Contract Work*

October 2019 – November 2019

Tampa, FL

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

## Notable Projects

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### Maze Solver Python, PyGame

[\[GitHub\]](#)

- 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

[\[GitHub\]](#)

- 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.

### Pong Python, NumPy, PyGame

[\[GitHub\]](#)

- Currently attempting to make an AI learn how to play Pong through the use of deep reinforcement learning.