

# Jacob Sage

Website: [jacobsage.com](http://jacobsage.com) | 727-271-6660 | [jacobsage12@live.com](mailto:jacobsage12@live.com) | GitHub: [SageJacob](https://github.com/SageJacob)

## Education

---

### University of Central Florida

B.S. Computer Science

Clubs: AI@UCF

August 2018 – May 2022

GPA: 3.58

## Relevant Academics and Coursework

---

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

## Skills

---

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

Frameworks: NumPy, pandas, PyGame, React.js

## Experience

---

### EC-Council

*Machine Learning Engineering Intern*

June 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

---

### Super Smash Bros. RL Python

- Used reinforcement learning to teach a bot how to play Super Smash Bros. Melee
- Created as a team project with several other members from AI@UCF

### 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.