# Jacob Sage

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## Education

**University of Central Florida** — 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, JavaScript, HTML, CSS
**Frameworks:** NumPy, pandas, 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