

# Andre Thompson

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## EDUCATION

### Bowling Green State University of Ohio

Bachelor of Science in Computer Science Specializing in Digital Forensics

### Scholarship & Awards

- Choose Ohio First Computer Science Scholar
- AIMS Scholar (Academic Investment for Minorities in STEM)

### Related Coursework

- Computer Organization and Architecture
- Artificial Intelligence Methods
- Data Structures
- Calculus and Discrete Math
- College Physics I, College Physics II

### Organizations

- ACM Student Chapter

## TECHNICAL SKILLS

### Languages

C, C++, Python, JavaScript, Lua, HTML, CSS, MIPS

### Tools

Jupyter, Git, Unix, Amazon Web Services, Oracle Cloud

### Frameworks

Node.js

### Concepts

Agile methods, Software Engineering, Uninformed and Informed Search, Reinforcement learning, Networking

## EXPERIENCE

### Miller Landscapes of Westerville / Crew Member May 2021 - May 2023, Westerville, Ohio

Custom installation of flower beds, hardscape patios, weeding, monthly maintenance for local parks, roadside beds, and city businesses. Operating work trucks and picking up and dropping off material.

### Chick-Fil-A / Team Member May 2019 - May 2020, Westerville, Ohio

Completing up to 150 separate orders per hour, opening and closing the restaurant, training new employees, accurately and efficiently bagging orders.

## PROJECTS

### Pokemon Red with Reinforcement Learning

This project addresses reinforcement learning by modifying a pre-existing Pokemon Red agent. This agent uses Stable Baselines Q-Learning algorithm with TensorBoard. The goal of this agent is to defeat the Pewter City and Cerulean City gym leaders acquiring their badges. Using the PyBoy emulator, the agent is positively rewarded to capture and record all new screens visited, incentivising the agent to explore the map.