github.com/ei14 | Thomas Kaldahl | thomas@thomaskaldahl.com

Education

- **Rice University** *Aug. 2020 — Dec. **2024***
  Target Degree: Bachelor of Science in **Mathematics**
  Cumulative GPA: **3.81** Fall 2021 GPA: **3.86**
- William P. Clements High School *Aug. 2016 — May. 2020*
  GPA: **4.00** SAT: **1500/1600** Math II SAT: **800/800**

Awards

- 3rd place at 36-hour Rice **Hackathon** ; 1st place in "First Timers" category *HackRice 2021*
- Trinity University Tower **full-tuition Scholarship** (declined) *Spring 2020*
- 6th place team at national **Science Olympiad** tournament *Spring 2017*
- Taekwondo **black belt** & various tournament awards *2009–2013*

Experience

- Co-researched **unsolved problem** in mathematics under professor of University of Iowa *Summer 2021*
- Designed & wrote robot software for **VEX Robotics** team *Fall 2019*
- Developed robot arm software and interface for Science Olympiad *2016–2017*
- Worked in maintenance, general construction/repairs, and open house showings for **Able Group Properties** *2011–2015*

Projects

- **Circuit board design** and code for electronic wristwatch *Dec. 2021*
- Prototypes of various **patented** game controllers *Nov. 2021, Summer 2016*
- YouTube **accessibility** software for motor-disabled people *HackRice 2021*
- Internet communication program for **motor-disabled** people *Summer 2017*
- **Secure account database** and website front-end *Summer 2017*

Academic

Math:	Linear Algebra, Vector Calculus, Discrete Math, Combinatorics
Physics:	Classical Mechanics, Electrodynamics, Simulation Techniques
Humanities:	Studied **Japanese**

Programming

Most Used:	C/C++, Python, JavaScript
Used:	Java, PHP, C#, Go, SQL, Assembly
Paradigms:	Procedural, Parallel, Object-Oriented, Functional

Software

Electronics:	KiCad, AVRDUDE	3D design:	Blender 3D, FreeCAD
Game design:	Unity 3D, GameMaker	Graphics:	GIMP, Inkscape
Markup:	LaTeX, HTML & CSS	Audio:	Audacity, LMMS