github.com/ei14 ⧉

Thomas Kaldahl

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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 for "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 in **VEX Robotics** team	*Fall 2019*
	• Developed robot arm software and interface in 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