Garrett Thomas
(310)200-2223
gwthomas@berkeley.edu
github.com/gwthomas

EDUCATION

Bachelor of Arts in Computer Science and Applied Mathematics, 2018 (anticipated)

University of California, Berkeley

- **GPA**: 4.0
- **Relevant coursework**: Structure and Interpretation of Computer Programs, Data Structures, Computing with Data, Probability, Statistics, Linear Algebra, Discrete Math, Artificial Intelligence, Machine Learning, Optimization, Real Analysis

EXPERIENCE

Undergraduate Researcher February 2016 to present

Robot Learning Lab at UC Berkeley

- **Advisor**: Pieter Abbeel
- Working with postdoc Aviv Tamar on deep reinforcement learning
- Interested in questions of policy representation, planning, and exploration

Undergraduate Student Instructor, Data 8 January 2016 to May 2016

University of California, Berkeley

- Developed course materials
- Taught weekly lab sections, which involve review of concepts from lecture and programming practice

Software Engineering Intern June 2015 to August 2015

Northrop Grumman Information Systems, Redondo Beach, California

- Developed web frontend for internal R&D project using jQuery and CanJS with Mustache templates
- Implemented RESTful API in the backend using Jersey

PROJECTS

Sol Framework

Sol is an open source C++ framework that eases the creation of high-performance 2D games for iOS. It was written in 2012-2013 and is no longer actively maintained. Its primary design goals are efficiency and flexibility. Sol is available on GitHub.

illume

illume is a light-based puzzle game that is available on the iOS App Store. It was developed using Sol Framework, but takes advantage of Sol's flexibility by adding complex, custom graphics code. It has been downloaded over 22,000 times to date and has garnered almost exclusively positive reviews from users.

SKILLS

Programming languages: Python, C++, C, Java, R, JavaScript, Objective-C
Platforms: iOS, Mac OS X, GNU/Linux
Frameworks and Libraries: NumPy, Theano, scikit-learn, OpenGL ES, jQuery, Scrapy