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

EDUCATION

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

University of California, Berkeley

- **GPA**: 3.989
- **Relevant coursework**: Data Structures, Probability, Statistics, Linear Algebra, Discrete Mathematics, Artificial Intelligence, Machine Learning, Optimization Modeling, Real Analysis, Algorithms, Neural Computation†, Numerical Analysis, Numerical Linear Algebra†, Deep Reinforcement Learning†, Optimization Algorithms and Analysis†, Abstract Algebra

† Graduate-level

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 and robotics
- Interested in questions of policy representation, planning, and generalization
- Papers: *Value Iteration Networks* (NIPS '16), *Learning from the Hindsight Plan – Episodic MPC Improvement* (ICRA '17)

Undergraduate Student Instructor January to May 2016, August 2016 to May 2017

University of California, Berkeley

- Develop course materials, hold office hours, teach sections, grade
- Courses: CS/Stat C8 (Foundations of Data Science), CS 189/289A (Machine Learning)

Software Engineering Intern June 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. 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, built on top of Sol. 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
Frameworks and Libraries: NumPy, TensorFlow Theano, Lasagne, scikit-learn, OpenGL ES