

Garrett Thomas

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github.com/gwthomas

## EDUCATION

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

*University of California, Berkeley*

- **GPA:** 4.0
- **Relevant coursework:** Data Structures, Probability, Statistics, Linear Algebra, Discrete Mathematics, Artificial Intelligence, Machine Learning, Optimization, Real Analysis, Algorithms (in progress), Neural Computation\* (in progress), Numerical Analysis (in progress), Numerical Linear Algebra\* (in progress)
- \* 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
- Interested in questions of policy representation, planning, and exploration

### **Undergraduate Student Instructor   January to May 2016, August 2016 to present**

*University of California, Berkeley*

- Develop course materials, hold office hours, teach sections, grade
- Courses: CS/Stat C8 (Foundations of Data Science), CS 189 (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. It was written in 2012-2013 and is no longer actively maintained.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.

### **illumine**

*illumine* 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