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

EDUCATION

Bachelor of Arts in Computer Science and Statistics, 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, Artificial Intelligence, Discrete Mathematics, Machine Learning (in progress)

EXPERIENCE

Teaching Assistant, Foundations of Data Science January 2016 to present

University of California, Berkeley

- Develop course materials (it's a new class)
- Teach 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

Undergraduate Research Apprentice September 2014 to May 2015

University of California, Berkeley

- Worked in a small group to develop computational research tools for the social sciences, including a web scraper to automatically gather data
- Applied support vector machines to classification problems involving the collected datasets
- Presented techniques and results to the rest of the group

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 It was written in 2012-2013 and is no longer actively maintained.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: C++, C, Python, Java, R, JavaScript, SQL, Objective-C
Platforms: iOS, Mac OS X, GNU/Linux
Frameworks and Libraries: OpenGL ES, jQuery, scikit-learn, Scrapy