# JACOB MOORHEAD

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### **SKILLS**

- Tools Android Studio, Eclipse, Emacs, GDB, MySQL Workbench, Linux, PyCharm, Windows
- Functional Skills Object Oriented Programming, Operating Systems, Unix Development, Machine Learning, Web Development
- Programming Languages Bash, C, HTML/CSS, Java, MySQL, Perl, PHP, Python

### **EDUCATION**

Bachelor of Science, Computer Science, Western Washington University, 2016.

Related Courses: Webscripting, Databases, Operating Systems, Design/Analysis of Algorithms,
 Object Oriented Programming, Computer Security, Concurrent Programming, Machine Learning

### RELATED EXPERIENCE

Undergraduate Research Assistant, Western Washington University, 2014-2016

- Researched the effectiveness of neural network models in the field of sports statistics.
- Utilized several different machine learning toolkits to build and research various neural network models
- Gained experience in database creation and management, data analysis, and GPU programming

#### DISTINCTIONS

**Outstanding Poster,** Undergraduate Scholars Showcase Poster Competition, Western Washington University, 2016.

# POSTERS/PRESENTATIONS

- Moorhead Jacob, Baldwin Elijah, Hutchinson Brian. (September 26, 2015). Deep Neural Networks For Sporting Outcome Prediction (Poster). Poster presentation at 2015 New England Symposium for Statistics in Sports (NESSIS), Boston, MA.
- Moorhead Jacob, Osborne Josh, Remington Michael, Kaplan Sam, Hutchinson Brian. (May 16, 2016). Play-by-Play Sports Modeling with Deep and Recurrent Neural Networks (Poster). Poster presentation at the 2016 WWU Scholars Week Poster Session, Bellingham, WA.

# **PROJECTS**

### **Vacation Suggestor**

 Collaborated with 4 teammates during the 2016 Expedia Hackathon to create a website that suggests locations for vacation based on price and date. Written in Python using the Flask framework, this website utilizes the Google Maps API as well as multiple Expedia APIs.

### Million Song Dataset Neural Network

• A neural network built using Python/NumPy that attempts to guess a song's genre. It contains functionality for minibatch training, early stopping, and multithreaded matrix multiplication.