# Jake Nemiroff

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## EDUCATION

### Bachelor of Science, Honours Specialization Computer Science
Western University

*09/2016 – Present* *Dean's Honour List (09/2019 - 09/2020)*

*Thesis topic: Currently Ongoing*

- Creating a convolutional graph neural network to analyze which parameters best predict the spreading of COVID-19 and other pandemics.
- As part of a team, we will be looking at the data obtained and try to develop a contact tracing model for detecting and controlling outbreaks on graphs.

## WORK EXPERIENCE

### Web Application Developer
Kinaxis

*05/2019 – 09/2019* *Ottawa*

*Supply chain management and logistics company*

*Achievements/Tasks*

- Used React TypeScript to build and design components used in RapidResponse, a web application designed to manage and optimize supply chains.
- Fixed various logic and UI bugs.
- Used jest to create unit tests for the React components created.

### Security Intelligence Operations Program Intern
The Bank of Canada

*06/2018 – 09/2018* *Ottawa*

*Achievements/Tasks*

- Developed two web applications; an external contacts database, and an application to streamline the process of collecting and sorting external data used to develop trends on incidents that would affect Central Banks.
- Wrote reports on specific technological developments affecting the banking sector; Primary audience was to those at the Bank of Canada and other central banks not in tech related positions.

### Business Representative
Great People Inside

*07/2017 – 08/2018* *Ottawa*

*Talent Management Company*

*Achievements/Tasks*

- Collected contact information of managers at local companies, sent emails to sell a fully customizable assessment and Talent Management solution.

### Camp Counsellor
RA Summer Camp

*07/2017 – 09/2017* *Ottawa*

*Achievements/Tasks*

- Worked in a team to design, run, and supervise activities, communicated with parents. Developed skills to think and act quickly.

## TECHNICAL SKILLS

Python | Java | HTML | CSS | Javascript | React | Typescript | Unix based systems | C | C++ | Pytorch | Firebase | Git | SQL

## PERSONAL PROJECTS

### Efficient Frontier (04/2018 – 07/2018)
- Built a script which generates the efficient frontier for an inputted portfolio of stock tickers.

### Pub-Sub System (01/2019 – 04/2019)
- Developed a publisher-subscriber system as part of a team.
- Learned about good developing practices, making use of software design principles/patterns.

### UC Berkeley AI Pacman Project (10/2019 – 12/2019)
- This project is a Berkeley University assignment where I implemented depth-first, breadth-first, uniform cost, and A* search algorithms in Python.
- Classic Pacman is modeled as both an adversarial and a stochastic search problem. I tried to implement multiagent minimax and expectimax algorithms, as well as designing evaluation functions.

### Turn Based Strategy Game (09/2019 – 01/2020)
- Developed a turn based strategy game as part of a team.
- Learned about the principles and design patterns of object-oriented design using C++.

### Algorithm Trading System (05/2020 – Present)
- Currently building an algorithmic trading system in python.
- This system will make calls to the Alpaca API to pull data on stocks to build and trade with real-time market data.

## INTERESTS

Trading | Finance | Machine Learning | Quantum Computing | Baseball | Ultimate Frisbee | Guitar | Music | Best Buddies Club at Western University