

JAKOB M PAULSON-PALMER

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EXPERIENCE

Help Desk Technician February 2015 – December 2017

Willamette Integrated Technology Services

- Provided assistance to students, faculty and administration with technology related issues.
- Collaborated with other University IT services to troubleshoot and problem solve software and hardware repair.
- Served as a liaison between customers and the media and graphics department.
- Trained and supervised (5) new help desk employees.

NCL Ethical Hacking Participant

National Cyber League Competition

- Competed in the NCL Spring 2018 Preseason and Fall 2018/2019, Regular Season, and Postseason.
- Applied skills for cybersecurity through an offensive and defensive based competition with a team of peers.

"QHacks" Queens Hackathon

Queens University

- Developed alongside a four person team tasked with creating an application over 36 hours.
- Constructed an AR application built with Unity, Swift, Xcode, and Arkit.

PROJECTS

Willamette University Thesis (Kotlin)

https://github.com/jakobmpalmer/WU_Thesis

Used Kotlin to develop and, pending completion, publish an android application with the purpose of changing user behavior to be more environmentally conscious.

Conway's Game of Life GA (Java)

https://github.com/jakobmpalmer/ML448_finalproject

Replicated Conway's Game of Life controlled by two AI players. The players, created through a genetic algorithm, train by choosing their starting configurations for conways game of life, and receive points for larger final mass.

Hexapawn GA (Java)

https://github.com/jakobmpalmer/CS448_HexaPawn

Created a Machine Learning genetic algorithm to train a program to win any 3x3 game of hexapawn via route learning.

Prescious Stones (C)

<https://github.com/jakobmpalmer/Mineral-Filter>

Worked in C to develop an application for my undergraduate CSC 451 course. Implemented stdin and stdout to learn about multiple threads and processes in application. The project tasked me to filter and print a list of minerals by a specified color and density.

GOAL

I am a computer science student passionate about technology and the growing potential it gives us. I hope to apply my skills and work with a team of like minded peers to create powerful and efficient new technologies.

EDUCATION

B.A. in Computer Science

Willamette University
(August 2014 – May 2020)

Kappa Sigma Theta Delta
– Tracy Hoffman Memorial Run Coord.

TECHNICAL SKILLS

Languages:

Experienced w/ Java C# Kotlin

JavaScript Python

Familiar w/ C C++ Haskell Swift

Software:

GitHub Unity Android SDK

ARKit MatLab

Unreal Development Kit

MISC.

UNIX Databases (MariaDB) Bash

Network infrastructure IoT

STRENGTHS

Team player Motivator & Leader

Decision making Strategic thinking

Interpersonal skill

INTERESTS

Cognitive Science Kubernetes

Artificial Intelligence Web Design

Cybersecurity Cloud Technology

Project Management Networking

Philosophy Music Production

EV Technologies Backpacking

Reading Travel Current events