Jakob Paulson-Palmer

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Computer Science graduate 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. Seeking Employment as a Software Developer on the West Coast.

EXPERIENCE

Willamette University Thesis, *Carbon Footprint Calculator*

September 2019 - April 2020

- Researched and conducted a literature review on phone application design and environmental impact metrics.
- Developed an android application to interactively educate people to become more environmentally conscious.
- Lead the team to leverage new technologies including Kotlin, Firebase and Android.
- Maintained Github branches to maintain version management across the team. github.com/jakobmpalmer/WU-Capstone-Project

NCL Ethical Hacking Participant, National Cyber League

February 2018 - February 2020

- Competed in (6) NCL seasonal games for their fall and spring cyber competitions over three consecutive years.
- Applied skills in cyber security through an offensive and defensive based competition both with a team of peers and individually.

Help Desk Technician, Willamette Integrated Tech Services

February 2015 - December 2017

- 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.
- Trained and supervised (5) new help desk employees.

EDUCATION

Willamette University, Salem Oregon

Computer Science May 2020

Kappa Sigma Theta Delta

-Tracy Hoffman Memorial Run Coordinator

SKILLS

Languages:

Experienced with: Java, C#, Kotlin, JavaScript, Python

Familiar with: C, C++, Haskell, Swift

Software:

AndroidSDK, Unity, NodeJS, Yarn, Bulma, GitHub, MatLab, Blender, PhotoShop/GIMP, Unreal Development Kit

Technologies:

Linux, Databases, Bash, Network Infrastructure, IoT

Relevant Courses

- Fundamentals of Machine Learning
- Language Logic and Computation
- Machine Learning Theory
- Fundamentals of Data Science
- Functional Programming
- Architecture and Compilers
- Data Structures

Projects

Conway's Game of Life Genetic Algorithm (Java) – *github.com/jakobmpalmer/Game-of-Life-GA*

Replicated Conway's Game of Life controlled by two AI players. The players are created through a genetic algorithm(GA), are trained by choosing their starting configurations for the game of life, and receive points for resulting in larger final mass.

HexaPawn Genetic Algorithm (Java) - *github.com/jakobmpalmer/HexaPawn*

Created a machine learning genetic algorithm to train a program to win any 3x3 game of hexapawn via route learning. The bot is able to win any following match after around thirteen winning games. The game and bots were written in Java, and bots may be saved or exported their configuration by text file.

A Lonely Bonfire (Javascript, React, CSS) - *github.com/jakobmpalmer/A-Lonely-Bonfire.git*

Inspired by A Dark Room (Amir Rajan), A Lonely Bonfire is a minimal text-based browser game centered on resource collection. The project is written in React and uses Babel to leverage JSX code.

"Qhacks" Queen's University Hackathon (Swift, C#, ARKit, Unity)

Attended a MLH Hackathon and developed an iOS app alongside a four person team. Over 36 hours, we constructed an AR application with Unity, Swift, Xcode, and ArKit to overlay a virtual world through the lense of a camera, gamifying the environment. I also had the opportunity to attend workshops and learn from prominent individuals in the tech Industry.