Jeremy Lucas

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A hardworking and charismatic student with excellent learning skills.

EDUCATION

McGill University – Undergraduate *Graduation: December 2025*
- Currently studying Electrical Engineering
- Current Cumulative GPA: 3.61

Wilton High School *Graduation: June 2021*
- GPA: 3.89
- Awards: Academic High Honor Roll, George Washington Book Award, AP Scholar
- National Honor Society

WORK EXPERIENCE

NeuroAI Research Assistant at McGill University *May 2024 – Present*
- Working 30 hours weekly developing AI agents using animal cognition metrics and tasks; responsibilities include designing AI agents, evaluation tasks, and testing environments with Unity and C#; conducting reinforcement learning and creating a Python API for environment interaction; paper accepted to NeurIPS Workshop on Open-World Agents.

Major Project Development Engineering Intern at Kruger Inc. *January 2024 – April 2024*
- Worked 40 hours weekly contributing to the development and construction of new capital projects across multiple sectors; actively supported the project engineer in various tasks including project cost estimation and technical reviews; created a machine learning initiative to better predict tissue paper data.

Camp Director at DIG USA *June 2020 – August 2023*
- Worked 30 hours weekly as a respected general sports coach, soccer coach, and chess teacher; designed activities and planned lessons for gifted students and players.

LANGUAGES & SKILLS

Fluent in: English, French
Proficient in: Python, Java, C#, PyTorch, Scikit-learn, MATLAB, Microsoft Office
Familiar with: C, C++, SQL, JavaScript, HTML

EXTRA-CURRICULAR ACTIVITIES

Solo Indie Game Developer *September 2018 – Present*
- Developing video game projects daily (2-3 hours weekly) using Unity and C#, focusing on procedural generation algorithms; creating pixel art sprites with Aseprite; producing video game music with FL Studio.

GameDev McGill VP Advisor *October 2023 – Present*
- Serving as an advisor for the GameDev McGill society, providing guidance and mentorship to students pursuing game development; participating in weekly meetings (3 hours) to discuss and offer input on future club events.

Various Machine Learning and AI Projects *May 2024 – Present*
- Building neural networks, convolutional neural networks, Q-Learning, and NEAT from scratch using Python, NumPy, and Pandas (2-3 hours weekly); separately implementing and validating the neural networks and CNNs with PyTorch.

Eagle Scout and Senior Patrol Leader at Troop 125 *December 2020 – Present*
- Eagle Project included refurbishing an outdoor sanctuary used to hold outside sermons (especially during COVID); led my troop by planning and directing weekly meetings (1.5 hours); organized monthly campouts;

Highschool Varsity Soccer and College Intramural Sports *September 2019 – Present*
- Played 2 years of Varsity Soccer (9 hours weekly); presently demonstrating dedication to sports and physical activity through intramurals (2-3 hours weekly); expressing leadership and continuing to develop teamwork and communication.