LIAM JACKSON

INTRODUCTION

I am a college freshman pursuing a Bachelors degree in computer science from Northwestern University. My primary interests are in cyber security, artificial intelligence, and game design.

STRENGTHS

- Python
- Algorithms
- Public speaking

EXPERIENCE WITH

- Python
- C++
- Javascript
- Matlab
- C
- Java
- C#

EDUCATION

Lane Tech High School ('20):
Weighted GPA: 5.4 / 4
Lane Scholar, top 1%, ALPHA-STEM program, CS concentration.
Northwestern University ('24):
GPA: 3.5

CONTACT DETAILS

Phone Number:
773-426-7536

Email Address:
liamisaacjackson42@gmail.com

WORK EXPERIENCE

Tech Intern at CloserLook:

- Helped to migrate marketing campaign templates to a new storage system
- Created a program to scrape Twitter posts from a given user to be used in targeted marketing

(Summer of 2018 and 2019)

LEADERSHIP EXPERIENCE

Organized "Intro to Ethical Hacking" Seminar

- Secured venue for the event
- Enlisted two representatives from the Pentagon to be guest speakers

Varsity Chess Captain

- Led and helped coach the varsity chess team
- Helped to organize competitions and team events

(19-20 school year)

Varsity Track Captain

- Led the varsity track team in practices and competition

(18-19 and 19-20 school years)

PAST PROJECTS

Cipher Decryption Algorithm:

Given a sample of text encrypted with a substitution cipher, this program finds the key used to encrypt the text, and displays the plaintext translation. This was later expanded to work for Vigenere ciphers as well (C++).

Games:

Primarily written in Python or JavaScript, I have created quite a few games. Highlights include:

- ***Hoppit*:** An iOS game where the player hops along a river on lily-pads while avoiding falling in the water (C#)
- ***Berg Rush*:** A game in which enemies would chase the player through an infinitely generated, destructible cave system (Python)
- ***Pogoman*:** A minigame designed for a larger team project in which the player utilizes a bouncing mechanic to traverse the map. Later expanded to be a standalone game with levels and a 360° endless mode (JavaScript)

HoneyPot:

Designed with a team for a Hackathon event, this project was advertised as a machine learning algorithm to match people with similar interests. Instead, it served as a social experiment to raise mindfulness of giving out sensitive information (HTML, JS, CSS)