

Tom Pollak

York, UK

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github.com/tom-pollak

tompollak.me

EDUCATION

University of York

2023

BEng. Computer Science

Weighted average: 77%, Expected First

EXPERIENCE

Cisco Meraki

June - August 2022

Full Stack Engineer Intern

London, UK

test

PROJECTS

Automated Horse Betting Software

December 2020 - July 2021

<https://github.com/tom-pollak/each-way-matcher>

- Discovers undervalued horses by the bookmaker in each-way betting
- Uses an adapted Kelly Criterion strategy to calculate the optimal stake of these undervalued horses
- Uses Python, Pandas and Selenium to scrape the horse races, interacts with Betfair API to place bets
- Runs headless on a Raspberry Pi as a scheduled cron job every day

Pirate Game

January - February 2022

<https://github.com/tom-pollak/pirates>

- Pirate video game using Java and LibGDX

Poker Web Application

April 2019 - July 2020

<https://github.com/tom-pollak/web-poker>

- Free live poker web app using Python and Django
- Users can create accounts and tables, play poker, and chat with other players
- Uses Django Channels for real-time communication with the users
- Deployed with Docker and Heroku.

SANS Institute

August 2020

FOR500 Windows Forensic Analysis

<https://www.sans.org/cyber-security-courses/windows-forensic-analysis>

- Sponsored to take part through my success in the Cyber Discovery programme

Cyber Discovery

September 2018 - July 2019

- Independently completed the Cyber Discovery programme, run by HM government
- Selected as one of the top 500 (of 28,000) students to attend the Cyber Discovery Elite event in London

SKILLS

Languages

Python, Java, Haskell, SQL, HTML

Tools

Linux, Vim, Git, LaTeX, RegEx, SQLite

Technologies

Django, Numpy, Pandas, Selenium, LibGDX, Docker