Tom Pollak

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EDUCATION

University of York 2023
BEng. Computer Science

- Weighted average: 77%, Expected First

Lady Manners School 2020
A-Level

- Further Maths (A), Maths (A), Computer Science (A), Physics (A)

EXPERIENCE

Cisco Meraki June - August 2022
Full Stack Engineer Intern *London, UK*

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PROJECTS

Automated Horse Betting Program 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