

JACOB THOM

thejacobthom.com | linkedin.com/in/thejacobthom | github.com/thejacobthom

University of Victoria, September 2017 – August 2022

Bachelor of Science, Computer Science, Computer Communications and Networks and Minor in Business

TECHNICAL SKILLS

Programming Languages: Python, Java, C, C++
Web Development: HTML, CSS, JavaScript, React.js,
Database Management: SQL, MySQL, PostgreSQL
Programming Libraries: OpenAI's Gym, TensorFlow, Scikit-Learn, Selenium
Operating Systems: Windows, Linux (Debian, Ubuntu)
Productivity Tools: Git, Atlassian (Jira, Bitbucket, Jenkins, Confluence), Microsoft Office (Excel, Word), WordPress

WORK EXPERIENCE

Ocean Networks Canada – Junior Software Developer Co-op

January 2022 – August 2022

- Front end presentation and API service systems
- Developed and implemented test cases to ensure full code coverage after continuous development
- Developed a data recovery processes for information lost in data archiving process

OTHER WORK EXPERIENCE

Fido Solutions – Senior Sales Associate

January 2019 – November 2021

- Mentor and trainer
- Maintained an up-to-date knowledge base for all products and services
- Managed inventory intake, storage, and transfers between stores

PROJECT EXPERIENCE

CSC 463 – Review of Modern Issues for Unmanned Aerial Vehicle Swarm Communication and Management

September 2020 – December 2020

- Team Lead
- Specialized in research on latency control measures
- Fostered productive communication between team members

SENG 474 – Implementation of Reinforcement Learning Algorithms for Connect 4

June 2020 – August 2020 ~100 hours of research/development

- Applied proximal policy optimization for the implementation of a Python-based artificial intelligence agent to defeat a minimax opponent
- Developed and implemented an environment using OpenAI's Gym library for the AI agent to interact with and learn in
- Developed a human interaction space, hyper-parameter tuning of the AI, and reward structure development/research

FUN FACTS

- I built an Arduino bionic arm in high school using C++ that allowed individual finger tuning and memory for grip patterns. Ultimately met its demise after my dog pushed it off bed.
- The first language I learned was Java which I taught to myself in middle school by creating Minecraft mods.