Jaden Thomas

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Skills Summary

Programming Languages: C, C++, C#, Java, Python, Rust, JavaScript, CSS, Dart, SQL, Go, Ruby.
Other Skills/Frameworks: ReactJS, Node.js, Spring Boot, Linux, Cloud Infrastructure, Splunk, UNIX, DynamoDB
Soft Skills: Problem-Solving, Talent Development, Effective Communication, Leadership, Agile Methodologies

Work Experience

Wells Fargo, Charlotte, NC *June 2024 – August 2024*
Software Engineer Intern – Technology Department fintech

- **Saved $50,000 annually** by developing a full-stack Database Aggregator web application using C# and Blazor with responsive design and bank-grade security practices.
- **Reduced database query time by 50%,** saving 5–10 minutes per query, by optimizing back-end performance.
- **Enhanced team efficiency by 30%** by streamlining onboarding centralized access to commonly used databases.
- Achieved **100% code coverage** through test-driven development, improving software reliability.
- Migrated APIs to a CQRS model, separating commands and queries based on GETs and POSTs.
- Laid the groundwork for a transition to an **efficient data exchange** model, improving the flow of information.

Sandhills Global, Scottsdale, AZ *September 2023 – May 2024*
Software Development Intern

- **Enhanced operational efficiency by 20%** by contributing to web-based, data-driven applications using RESTful Services, .NET, SQL Server, and React.js.
- Collaborated within a dynamic team environment, employing **Agile methodologies** to develop real-world. software solutions. This includes enhancing operational efficiency and contributions to large public websites.

Education And Certifications

ASU
BA, Computer Science | *GPA 3.4/4* *Expected graduation date – May 2025*
Microsoft Certified: Azure Cloud Fundamentals *July 2024*

Projects

PrepMate | C#, Blazor, DynamoDB, AWS Rekognize (Custom-Trained), ChatGPT API *September 2024*
2nd Place "Best Use of AWS": Sunhacks 2024 (24 hours)

- Developed an **AI-powered** recipe generation web app that allows users to input or take pictures of ingredients they own and generate personalized recipes.
- Increased user engagement by 35% through implementing interactive **data visualization** features and calorie tracking with detailed macronutrient breakdowns.
- Trained and integrated a custom **AWS Rekognize AI** model to accurately identify ingredients from images, enhancing user experience and **increased data efficiency by 40%.**
- **Accelerated data processing speed by 50%** by automating data parsing with parallel processing to handle a database of over 10,000 recipes.

PredictaParse | C++ *April 2024*

- Increased compilation efficiency by 40% by creating a predictive descent parser to recognize and compile a **custom programming language** into an intermediate representation.
- Gained practical experience in compiler construction and design patterns, furthered understanding of interpreters.
- Demonstrated strong **problem-solving skills** in debugging complex parsing algorithms.

GameCrafter++ | C++ *June 2023*

- Created a C++ customizable game engine designed to create games that are playable within the console.
- Features include a customizable 2D playing space, custom entity types with specialized events, collision detection, and game loops.

SnackTrackr | C#, Mudblazor, SQLite *October 2024*

- Developed and deployed a web application on **Google Cloud** that tracks macros and calories by allowing users to input individual ingredients and scan barcodes of food items for automatic macro tracking.

Other Experience

Producer, **PharMini ASU Video Game Research Project** *September 2023 – Present*

- **Led and mentored team of six** in the development of "PharMini," a simulation strategy game
- **Increased game performance by 40%** on NVIDIA GPUs through optimization and performance tuning.
- **Achieved 100% on-time delivery** by effectively managing timelines and stakeholder communication.

CIA Swarm Project – Capstone Project *September 2024 – Present*

- **Led a team of six** to develop an autonomous rover system utilizing Raspberry Pis, cameras, and Arduinos for mapping out the layout of an unknown maze using swarm intelligence techniques, deep learning, and TinyML