Jaden Thomas

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Skills Summary

Programming Languages: C, C++, C#, Java, Python, Rust, JavaScript, CSS, Dart, SQL, Go, Swift
Other Skills/Frameworks: ReactJS, Node.js, Next.js, Spring Boot, Linux, Cloud Infrastructure, Splunk, XCode, DynamoDB.
Soft Skills: Problem-Solving, Talent Development, 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.

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 achieve continuous deployment.

PharMini ASU Research Project, Tempe, AZ   *September 2023 – Present*
Scrum Master & Producer
- **Led a team of fourteen people** in the development of "PharMini," a simulation strategy game designed to teach industrial engineering students about medical infrastructure and resource management
- **Achieved 100% on-time delivery** by implementing a custom iterative development plan; managed all GitHub actions including issue tracking, branch management, and resolving complex merge conflicts.
- **Served as Scrum Master**, facilitating standups, sprint planning, and sprint refinement meetings.

Education And Certifications

ASU
 BA, Computer Science | *GPA 3.4/4*
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 webapp that allows users to take pictures of ingredients and generate personalized recipes.
- Increased user engagement by 35% through implementing **interactive data visualization** features and calorie tracking with detailed macronutrient breakdowns.
- Trained a custom **AWS Rekognize AI model** to accurately identify ingredients from images, enhancing user experience
- Accelerated data processing speed by 50% by including parallel processing to handle a database of 10,000+ recipes.

IntelliNotes | Next.js, React, Google speech-to-text, Google Translate, ChatGPT API   *October 2024*
3rd Place Educational Technology: Hack SoDa 2024 (24 hours)
- Developed real-time **lecture transcription and translation** tool that improved learning accessibility for **multilingual** classrooms by automating transcription, translation, summarization, and quiz generation using Google speech-to-text, Google translate, and ChatGPT.
- Enhanced student engagement by 40% (measured by quiz completion rates) using AI-driven multiple-choice questions, fill-in-the-blank exercises, and flashcard generation. Promoting **active learning and retention**.
- Streamlined **curriculum access** for international students, making lectures accessible in multiple languages.

CIA Swarm Project – Capstone Project | C#, C++   *September 2024 – May 2025*
- **Led a team of six** in a CIA sponsored project 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.
- **Implemented** backend systems for processing mazes in a node-based system. Solving mazes using a combination of DFS and BFS for efficient maze traversal.