# Griffith Thomas

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kiranwells.github.io/KiranWells

*Software engineer with 3 years of experience in cybersecurity and application development*

## Experience

### Spyderbat

Remote

*Software Engineering Intern*

*May-Aug 2021, May-Dec 2022, May-Aug 2023*

- Implemented graph visualizations and dynamic tables in React JS
- Developed a Python command-line application as an additional front-end for the Spyderbat API
- Produced a prototype back-end proxy server using Node JS and TypeScript
- Configured the backend API to be OpenAPI compliant
- Instituted continuous integration and deployment with GitHub Actions

## Certifications


### GSEC - GIAC Security Essentials Certification

*Global Information Assurance Certification (GIAC)*

The GSEC certification validates a practitioner's knowledge of information security beyond simple terminology and concepts.

## Education

### Texas A&M University

3.9 GPA

*Bachelors of Computer Engineering; Engineering Honors*

*Anticipated May 2024*

## Skills

- SQL, REST, gRPC
- Slack, Zoom
- git, GitHub
- Ubuntu, Arch, Amazon Linux
- Bash, ZSH
- AWS, Kubernetes

## Portfolio

*The source code for each of these projects is available on my GitHub page at github.com/KiranWells*

### Spydertop: Python HTOP-like CLI

Spydertop is a command-line application written in Python that provides HTOP-like functionality with historical data. It uses Spyderbat's public APIs, which I configured to use OpenAPI as a part of this project.

Python REST/OpenAPI

### Corgi: GPU Accelerated Fractal Engine

A high-precision fractal image generator using the Vulkan-like Rust GPU library WGPU. It uses multi-stage compute shaders to calculate the image, and renders it to the user in an immediate-mode UI.

Rust Vulkan GPU Compute

### Ray Graph: Path-traced 3D Graphing

A 3D graph visualization web application using dynamically-generated OpenGL shaders transpiled from user-defined LaTeX functions. Uses a custom rendering engine with a Netwton's Method-based ray collision solver.

GLSL JavaScript LaTeX