


Thomas Reeves III

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Aspiring AI researcher searching for direction in future studies.

Experience

Undergraduate Researcher | University of California, Irvine

DECEMBER 2021 – PRESENT

Using Imitation Learning to train an agent to synthesize circuits from design specifications. Advised by UCI Professors Roy Fox and Hamidreza Aghasi. Major Conference Publication expected in Spring 2022. New Member at UCI's [Intelligent Dynamics Lab](#).

Undergraduate Researcher | University of California, Irvine

OCTOBER 2020 – PRESENT

Working in C++ to fix existing and implement new objective measures for the Multi-Sana Project. Multi-Sana is an extension of the [SANA Algorithm](#) intended to topologically align multiple graph networks. Working under the direction of UCI Professor Wayne b. Hayes.

Software Engineer Intern | Intuit QuickBooks

SUMMER 2020

Using Kotlin and Java to develop front end features for the Intuit QuickBooks mobile app. Learning software lifestyle principles such as Agile Development, Design for Delight, and rapid prototyping.

SUMMER 2021

Working closely with senior design and product managers to develop new and exciting customer experiences. Primarily working with React and CSS to design and implement new front-end experiences.

Skills

Pytorch (Beginner) • Cuda (Beginner) • C++ • Kotlin • Java • Python • React • CSS • Front End Development • Mobile/iOS/Android Development

Education

Bachelor of Science in Computer Science | University of California, Irvine

2018 – 2022 (CURRENT), RISING 4TH YEAR

Going into my fourth year of the Undergraduate Computer Science Degree Program

Overall GPA: 3.35 Upper Division GPA: 3.65 Relevant Coursework: CS171 Intro to Artificial Intelligence • CS178 Machine Learning and Data-Mining • CS175 Project in AI • CS116 Computer Vision (In progress)

Projects

Plant Pathology 2021 | Kaggle Competition | Spring 2021

Trained a resnet50 neural network using the Pytorch library on apple leaf images to determine the disease the plant is affected with. Final project for CS175 (Project in AI) and part of a Kaggle competition organized by the Computer Vision and Pattern Recognition Conference [CVPR 2021](#). Received an A+ for the project and the class.