Thomas Stewart

Computer Science Internship

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Education

Colorado State University - GPA 3.8

Anticipated Graduation: December 2025

Bachelor of Natural Science in Computer Science, Concentration in Machine Learning & AI

- Honors | Dean's List Fall 2021, Spring 2021, Fall 2022

 Recognition & Organizations | RamHack, 3rd Place in Colorado JLEA Speech Contest 2021
- Relevant Coursework | Software Development, Machine Learning, Statistics, Modern Cybersecurity, Calculus, Linear Algebra, Data Structures, Databases, Computing Systems, Software Testing, Algorithms

Software & Coding Language Skills

C++. Java. Python. JavaScript. React. HTML. bash. PyTorch. Weka. GitHub. ZenHub. CodeClimate. VSCode. Windows. Linux. MacOS. Microsoft Office Suite.

Experience

Lead Undergraduate Teacher's Assistant, CS 150b - Culture and Coding

Aug 2023 - Present

- Orchestrate a 30-member UTA team, overseeing meetings, grading policies, and course development.
- Develop programming assignments and tests in python relating to topics such as CSV, Pandas, and recursion.
- Devise streamlined communication protocols for seamless transitional periods.

Undergraduate Teacher's Assistant, CS 150b-Culture and Coding

Aug 2022 - Aug 2023

- Facilitated and led labs and exams for students, ensure a safe and inclusive learning environment.
- Aided students struggling on the assigned programs to develop basic code reading and writing skills.
- Assisted in the development of python labs, practice questions, and quiz questions.

Network Contracting, National Neurology

May 2023 - Aug 2023

- Engineered VM servers, fortifying network infrastructure with secure remote access through VPN.
- Ensured high network speeds by optimizing networked data solutions, enhancing preservation as well. Assisted in usage and migration to new artificial intelligence tools to improve workplace efficiency.

IT Intern, Lavner Education

May 2022 - Aug 2022

- Spearheaded the teaching of young adults relating to python, cultivating an engaging learning environment.
- Demonstrated effective leadership by collaborating with team members to organize and execute events.
- Developed python code to introduce students to some of the more complex beginning concepts.

Projects

Automatic Drink Bar

May 2023 - Present

- Crafted an intuitive table with button and Alexa controls for an enhanced user experience. Engineered seamless WIFI connectivity for efficient drink dispensing within the table.

- Integrated precise mechanisms, including linear actuators, peristaltic pumps, servo motors, and Arduino. Programmed in C++ to skillfully orchestrate the entire drink dispensing process, from lowering to resurfacing.

Recipe Website Oct 2023 - Present

- Developing a user-friendly website for quick and easy recipe suggestions.

- Input ingredients, appliances, and tools to generate on-the-spot recipes.

 Client-side code crafted with JavaScript and React for a dynamic interface.

 Server-side functionality implemented using Java and SQL for efficient database searches.

Extracurriculars

Undergraduate Representative for Computer Science Curriculum Committee

Sep 2023 - Present

- Spearheading budgetary decisions through active contributions in meetings.
- Steering the academic direction of the computer science department by playing a role in curriculum-altering
- Gave input on current curriculum, issues I faced as I progressed, and worries I have for future coursework.

Computer Science Peer Mentor

Aug 2022 - Present

- Worked with starting computer science students to assist in the navigation of college for the first time.
- Assisted students with homework, finding interesting clubs, and introducing them to others in the department.