THOMAS STEWART

SOFTWARE DEVELOPER

(720) 209-6195 | thomaslstewart1@gmail.com | Denver, CO | www.github.com/T-Stewart25
www.linkedin.com/in/thomas-stewart-cs | www.thomasstewartpersonal.com

SUMMARY

Recent Colorado State University graduate (GPA: 3.714) passionate about AI and cloud/distributed systems. Experienced in AI projects like Expectimax and DQN optimization and distributed solutions such as NBA performance analysis. Eager to deliver scalable, impactful software while continuously learning and tackling complex challenges.

PROFESSIONAL EXPERIENCE

Software Developer Intern - Hedge Advisory and Analytics, SitusAmc **June 2024 - Aug 2024**

- Developed critical mortgage evaluation software using Rust, Python, and SQL.
- Created user interfaces for internal tools with JavaScript and React improving analytic usability.
- Database management utilizing SQLAlchemy and DuckDb.
- Utilized Agile methodologies and test-driven development in a diverse team to deliver software.
- Collaborated with cross-functional teams, actively contributing ideas, insights, and projects.

Lead Teacher's Assistant - Culture and Coding in Python, CSU **Aug 2022 - Dec 2024**

- Supported debugging efforts and provided instruction on programming concepts in Python.
- Promoted to Lead TA in August 2023, leading and mentoring a team of 30 teaching assistants.
- Developed programming assignments and exams in Python such as Pandas and recursion topics.
- Delivered lectures in place of the professor, demonstrating adaptability and presentation skills.

PERSONAL PROJECTS

Multithreaded Expectimax and Deep Q Network (DQN) based Game Agent **Nov 2024 - Dec 2024**

- Developed a Python-based 2048 game and implemented Expectimax and DQN AI agents.
- Designed a Tkinter GUI to enable manual play, tuning, AI training, and performance evaluation.
- Engineered multi-threaded training processes and results aggregation to demonstrate AI models.

Distributed Apache Spark NBA Player Performance analysis **Oct 2024 - Nov 2024**

- Developed a Spark-based player analysis system utilizing game contexts as data delimiters.
- Implemented Spark jobs for player data filtering, event classification, and performance scoring.
- Optimized data processing pipelines for scalability and rapid JFreeChart heatmap generation.

CNN Image Classifier Utilizing PyTorch for Beef Grading **March 2024 - March 2024**

- Built an image classifier, integrating dynamic dataset transformations and label mappings.
- Utilized custom CNN architecture to explore techniques for improving classification accuracy.
- Implemented Stratified K-Fold cross-validation to ensure robust evaluation and consistency.

SKILLS

Python, Java, Rust, C++, Javascript	Docker and Containerization	RESTful APIs
Version Control	CI/CD Pipelines	Debugging and Troubleshooting
Object-Oriented Programming	Infrastructure as Code	Machine Learning and AI
Database Management	Distributed Systems	AWS Fundamentals

EDUCATION

Bachelor of Computer Science **Aug 2021 - Dec 2024**
Colorado State University - GPA 3.714
Honors | Consistently achieved Dean's list recognition, 3rd Place CJLEA Speech Contest 2021
Activities | Participation in Hackathon, RamHack, and Representative for CS Curriculum Committee