Thomas Scott

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EDUCATION

University of California, Los Angeles (UCLA) **Los Angeles, CA**
MS, Computer Science *Expected June 2024*
Relevant Coursework: Reinforcement Learning, Quantum Programming

University of California, Irvine (UCI) **Irvine, CA**
BS, Computer Science; GPA: 3.8 *June 2022*
Relevant Coursework: Intermediate Python, Programming in C/C++, Introductory Computer Organization / Programming in Assembly, Data Structure Implementation and Analysis

SKILLS

Programming/Scripting Languages: Python, C++, Java, C, MIPS Assembly, HTML, CSS, JavaScript, R
Tools/Frameworks: Flask, Bootstrap, MySQL, Jupyter Notebook, Git & Github, Adobe Photoshop

EXPERIENCE

UCI Physics and Astronomy **Irvine, CA**
Machine Learning Researcher *April 2021 - September 2022*
- Built and trained random forest machine learning models using Python libraries such as sklearn, numpy, and astropy
- Generated predicted far-infrared fluxes using ultraviolet to mid-infrared flux data from over 800,000 observations collected by the Herschel Space Observatory
- Built predictions on far-infrared fluxes with 96%+ accuracy using log-scale values

UCI School of Information and Computer Science **Irvine, CA**
Computer Science Lab Tutor *September 2020 - December 2020*
- Collaborated with teaching assistants for UCI's Intro to Python course to explain Python language concepts to students
- Debugged lab assignments, projects, and homework for 10 students a day on average

Southern California Linux Expo (SCALE) **Pasadena, CA**
Check-in Volunteer *March 2018 & 2019*
- Coordinated check-in process for expo event, as part of a team of 5 volunteers
- Interviewed the head of the volunteers for a research paper on Computer Science in high school education

California Institute of Technology **Pasadena, CA**
Summer Biochemistry Intern *July 2018 - August 2018*
- Conducted microbiology experiments with a lab partner as part of the Division of Chemistry and Chemical Engineering
- Grew and harvested 10+ batches of bacteria to research "gas vesicles" for improvement of ultrasound technology
- Delivered a final presentation with a lab partner to 20+ supervisors and other interns

PROJECTS

Search Engine
Full Stack Developer *Spring 2022*
- Collaborated with 3 other students to write a web-crawling Python search engine to present results with query times under 300 milliseconds
- Developed a front end user interface with Flask, HTML, and CSS to accept user input and display search results

Gravity Simulation
Software Engineer *Summer 2021*
- Designed an accurate simulation of gravity between 100+ free-floating objects, featuring ability to place objects within simulation and immediately observe gravitational effects on other simulation bodies
- Learned how to use bash scripts and CMake to set up the programming environment, and how to use additional C++ libraries

Columns Video Game
Software Engineer *Summer 2020*
- Created a tetris-like video game using a third-party Python library Pygame with a custom GUI and images created in Illustrator and Photoshop
- Added ability to take 10+ simultaneous inputs from keyboard and play custom sound effects corresponding to moves