Tom Stevenson

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PROFESSIONAL EXPERIENCE

Student Software Developer | University of Minnesota | Minneapolis, MN　　　　**May 2024 - Present**
- Redesigned and deployed the entire University of Minnesota Writing Center website using Figma for design and MySQL, CSS, HTML, JavaScript, and PHP for development, resulting in a modernized interface and a 52% reduction in appointment scheduling time.
- Worked with both technical and non-technical stakeholders to deliver useful technical fixes and solutions for the Center's main web application that interfaces with writing consultants, administrators, and students.

Undergraduate Researcher | University of Minnesota | Minneapolis, MN　　　　**May 2024 - Present**
- Collaborated with Dr. Jaideep Srivastava and four PhD students on a machine learning-driven project to mitigate misinformation and disinformation on social networks.
- Assisted in the development of a comprehensive toolkit using machine learning algorithms to address various social engineering issues, including trustworthiness measurement, vulnerability computation, behavioral forensics, and spreader detection.

Software Engineering Intern | Lexus of Wayzata | Wayzata, MN　　　　**September 2023 - November 2023**
- Developed a web app for Lexus of Wayzata to store sales data, enhancing sales data storage and management, boosting data security, and reducing dropped sales data by ~60%.
- Collaborated cross-functionally with sales, marketing, and service departments to gather requirements and ensure alignment with user needs.

PROJECTS

Credit Card Fraud Detection | Pytorch　　　　**May 2024 - July 2024**
- Implemented machine learning algorithms including Logistic Regression, Linear SVM, and SVM with RBF kernel to detect credit card fraud.
- Achieved near 99% recall across all algorithms through extensive data preprocessing, feature engineering, and model evaluation using Pytorch and scikit-learn.

A Star Algorithm Visualizer | Python　　　　**September 2023**
- Created a real-time A* algorithm visualizer in Python and Pygame for grid-based environments, incorporating optimized heuristics, including Euclidean distance, to enhance pathfinding understanding.
- Implemented a priority queue for efficient node exploration in the A* algorithm visualizer, optimizing pathfinding performance.

TECHNICAL SKILLS

Programming Languages: Python, Java, C, PHP, HTML, CSS, Javascript, SQL, X86-64 Assembly
Tools, Technologies, and Skills: NumPy, Tableau, Git, GitHub, React, Node.js, Pygame, MongoDB, Express.js, Docker, Figma, Pytorch

EDUCATION

The University of Minnesota- Twin Cities | Minneapolis, MN
B.S. in Computer Science | GPA: 3.75/4.0　　　　**May 2026**
Relevant Courses: Intro to Algorithms & Data Structures, Elementary Computational Linear Algebra, Machine Architecture
Leadership Roles: AWS Cloud Club Marketing Director, Delta Kappa Epsilon Class President & Scholarship Chair