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Ashton E. Thomas

EDUCATION

University of Michigan - Rackham Graduate School

01/2025 - 05/2026

Major - MSE Computer Science

Ann Arbor, MI, USA

University of Michigan College of Engineering

08/2022 - 05/2025

Major - BSE Computer Science, GPA - 3.81 / 4.0

Ann Arbor, MI, USA

Relevant coursework: AR/VR, Computer Organization, Computer Vision, Cryptography, Data Analytics Data Structures & Algorithms, Operating Systems, Quantum Computing, Web Development, Web Systems

EXPERIENCE

Amazon 09/2024 - Present

 $Software\ Development\ Engineer$

Boston, MA, USA

- Partnered with a team of more than 20 engineers to design, test, and optimize Alexa devices, enhancing functionality and elevating user experience.
- Independently developed and implemented new features for Alexa devices, optimizing performance and user experience with the use of React Native, Kotlin, TypeScript, and related technologies.

Ground Vehicle Systems Center (SEC)

05/2024 - 08/2024

Software Engineer

Warren, MI, USA

- Leveraged MagicDraw & Excel to design databases for Jira tickets and hardware, leading to improved efficiency.
- Created Python scripts to parse large csvs with 1000s of datapoints to update integrated networks in Jira.

Madi Taylor Photo

06/2021 - 07/2024

Full Stack Developer

Traverse City, MI, USA

- Developed and maintained the corporate website, crafting a cohesive user interface with HTML, CSS, and JS.
- Implemented robust back-end payment solutions and form validation to streamline user transactions.

Research

Polk Lab — University of Michigan

09/2024 - Present

Computational Neuroscience Research Assistant

Ann Arbor, MI, USA

- Collaborated with a PhD student to develop a machine learning model aimed at mimicking neural distinctiveness of the human brain, while also enabling the separation of background noise from spoken language.
- Worked alongside Prof. Thad Polk to develop a script that processes CSV files with 1000s of columns, utilizing
 wildcard parsing to dynamically filter columns. The script includes a node hierarchy for efficient column
 interrelation and supports operations such as adding, removing, printing, and row filtration.

PROJECTS

Geoguessr AI, Computer Vision

2023 - 2024

- Designed and implemented a modified ResNet-50 architecture for geographic location identification from images.
- Fine-tuned the model with 61k images, addressing lighting and seasonal challenges whilst achieving ~90% accuracy.

Google Search Engine, Web Systems

2024

- Engineered a scalable search engine leveraging a segmented inverted index implemented with MapReduce for efficient data processing.
- Integrated tf-idf for text analysis and PageRank for link analysis to improve the relevance of search results produced via a REST API.

Instagram Clone, Web Systems

2024

- Created a server-side dynamic version of Instagram with Flask and SQL relational databases, enabling features like user authentication, content management, and interactions.
- Implemented a client-side dynamic version of Instagram using JavaScript, React, and REST APIs, introducing seamless content updates, infinite scroll, and double-tap to like functionality.

Study Group Coordinator, Quantum Computing

2024

- Designed and developed a Study Group Scheduler with Quantum algorithms leveraging Grover's algorithm for efficient group formation under CNF (Conjunctive Normal Form) constraints.
- Created and implemented Bitflip and Phase Oracles to translate CNF constraints into quantum operations.
- Engineered a quantum counting circuit to estimate the number of feasible solutions for optimal scheduling.

Technical Skills

AJAX, ARM, ARCGIS, C/C++, CSS, Excel, Flask, Git, HTML, Javascript, Jinja, Jira, JSON, Keras, Kotlin, Latex, MagicDraw, Makefile, Matlab, NumPy, Python, PyTorch, Qiskit, React/Native, SQL, Typescript, VSCode