

# Ashton E. Thomas

## EDUCATION

<b>University of Michigan - Rackham Graduate School</b> <i>Major - MSE Computer Science</i>	01/2025 – 05/2026 Ann Arbor, MI, USA
<b>University of Michigan College of Engineering</b> <i>Major - BSE Computer Science, GPA - 3.81 / 4.0</i> <i>Relevant coursework: Computer Organization, Computer Vision, Cryptography, Data Structures &amp; Algorithms, Data Analytics, Quantum Computing, Web Development, Web Systems</i>	08/2022 – 05/2025 Ann Arbor, MI, USA
<b>Northwestern Michigan College – Dual Enrollment</b> <i>Major - ASA Science and Arts, GPA – 3.96 / 4.0</i>	01/2020 - 05/2022 Traverse City, MI, USA
<b>West Senior High School</b> <i>High School Diploma, GPA - 4.0 / 4.0</i>	09/2018 – 05/2022 Traverse City, MI, USA

## RESEARCH

<b>Polk Lab — University of Michigan</b> <i>Computational Neuroscience Research Assistant</i> <ul style="list-style-type: none"><li>Utilized FS-FAST and Makefiles to process fMRI data, contributing to the analysis of age-related neural dedifferentiation and its impact on neurocognition in healthy aging and Alzheimer’s disease.</li><li>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.</li><li>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.</li></ul>	09/2024 – Present Ann Arbor, MI, USA
<b>Computer Science Research Program — University of Michigan</b> <i>Research Assistant in Human-Computer Interaction and Immersive Technologies</i> <ul style="list-style-type: none"><li>Aiding Prof. Anil Çameci’s interdisciplinary research at the intersection of Human-Computer Interaction, Immersive Technologies, and Sonic Arts. Contributing to the development and analysis of projects involving virtual reality and spatial audio, with applications in media arts and performance technology.</li></ul>	11/2024 – Present Ann Arbor, MI, USA

## EXPERIENCE

<b>Amazon</b> <i>Software Development Engineer Intern</i> <ul style="list-style-type: none"><li>Partnered with a team of more than 20 engineers to design, test, and optimize Alexa devices, enhancing functionality and elevating user experience.</li><li>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.</li></ul>	09/2024 – Present Boston, MA, USA
<b>Ground Vehicle Systems Center (SEC)</b> <i>Software Engineer Intern</i> <ul style="list-style-type: none"><li>Leveraged MagicDraw &amp; Excel to design databases for Jira tickets and hardware, leading to improved efficiency.</li><li>Created Python scripts to parse large csvs with 1000s of datapoints to update integrated networks in Jira.</li></ul>	05/2024 – 08/2024 Warren, MI, USA
<b>Madi Taylor Photo</b> <i>Full Stack Developer Intern</i> <ul style="list-style-type: none"><li>Developed and maintained the corporate website, crafting a cohesive user interface with HTML, CSS, and JS.</li><li>Implemented robust back-end payment solutions and form validation to streamline user transactions.</li></ul>	06/2021 – 07/2024 Traverse City, MI, USA

## CLASS PAPERS

<b>Navigating the Consensus Landscape: An Analysis of Blockchain</b>	2023
<b>Geoguessr AI: A Look into AI Geolocation Accuracy</b>	2024

PROJECTS

---

<b>Geoguessr AI, Computer Vision</b>	2023 – 2024
<ul style="list-style-type: none"><li>Designed and implemented a modified ResNet-50 architecture for geographic location identification from images.</li><li>Fine-tuned the model using 61,000 images, addressing challenges related to lighting and seasonal variations.</li><li>Achieved approximately 90% accuracy in predicting U.S. geographic locations from visual data.</li></ul>	
<b>Google Search Engine, Web Systems</b>	2024
<ul style="list-style-type: none"><li>Engineered a scalable search engine leveraging a segmented inverted index implemented with MapReduce for efficient data processing.</li><li>Integrated tf-idf for text analysis and PageRank for link analysis to improve the relevance of search results.</li><li>Developed a REST API to deliver fast and accessible search query results.</li><li>Designed and implemented a user-friendly interface for seamless interaction with the search engine.</li></ul>	
<b>Instagram Clone, Web Systems</b>	2024
<ul style="list-style-type: none"><li>Developed an Instagram clone in three stages, progressively enhancing functionality and user experience.</li><li>Built a static site using HTML, CSS, and Python to establish the foundational structure and design.</li><li>Created a server-side dynamic site with Flask and SQL relational databases, enabling features like user authentication, content management, and interactions.</li><li>Implemented a client-side dynamic version using JavaScript, React, and REST APIs, introducing seamless content updates, infinite scroll, and double-tap to like functionality.</li></ul>	
<b>Study Group Coordinator, Quantum Computing</b>	2024
<ul style="list-style-type: none"><li>Designed and developed a Study Group Scheduler with Quantum algorithms leveraging Grover’s algorithm for efficient group formation under CNF constraints.</li><li>Created and implemented Bitflip and Phase Oracles to translate CNF constraints into quantum operations.</li><li>Engineered a quantum counting circuit to estimate the number of feasible solutions for optimal scheduling.</li><li>Utilized quantum algorithms to optimize solution search, showcasing advanced problem-solving techniques in quantum computing.</li></ul>	

TECHNICAL SKILLS

---

<b>Coding Languages:</b> ARM, C/C++, CSS, HTML, JavaScript, Kotlin, Latex, Matlab, Python, SQL, TypeScript
<b>Developer Tools:</b> Git, VSCode
<b>Engineering Tools:</b> AutoCAD, ARCGIS, Excel, Jira, MagicDraw
<b>Frameworks:</b> Flask, React, React Native
<b>Libraries:</b> Jinja, Keras, NumPy, PyTorch, Qiskit
<b>Operating Systems:</b> Linux, Mac, Windows

EXTRACURRICULAR ACTIVITIES

---

<b>Michigan Data Science Team</b>	2024
<b>University of Michigan EV &amp; Mobility Scholars</b>	2023 – Present
<b>MHackers</b>	2022 – 2024
<b>National Honors Society</b>	2021 – 2022
<b>First Robotics</b>	2021 – 2022

GRANTS/AWARDS/HONORS

---

University of Michigan Grant, University of Michigan University Honors, University of Michigan Dean’s List, Mary Sue and Kenneth Coleman Student Scholarship, Michigan Comp Scholarship, Michigan Regents Merit Scholarship, Riopelle/Dowden Technical Award, Robert Paul Dost Award, Ernest B. Isaacsen Award, Guy M. Wilson Award, Presidential Education Award, Marilla Church of the Brethren Scholarship, Northwestern Michigan College Dean’s List
--

INTERESTS/HOBBIES

---

<b>Asoiaf, Computing, Geopolitics, Hiking, Neuroscience, Running, Traveling</b>
---

LANGUAGES

---

<b>English:</b> Native (C2)
<b>Spanish:</b> Basic Intermediate (A2)
<b>French:</b> Beginner (A1)
<b>German:</b> Beginner (A1)
<b>Korean:</b> Beginner (A1); can read Hangul