Alex Thomas

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EDUCATION

The University of Texas at Dallas — May 2024
B.S. in Computer Science — *Richardson, TX*

GPA: 3.5+
Comet Transfer Scholarship

Relevant Coursework
Data Structures and Algorithms | Artificial Intelligence | Software Project Management | Human Language Technology

TECHNICAL SKILLS

Languages: Python | Java | HTML/CSS | JavaScript | C++ | SQL | C#
Frameworks: Tensorflow | Keras | React.js | Node.js | Flask | PyTorch | Unity
Libraries: NumPy | NLTK, | Matplotlib | OpenCV | Pickle | Beautiful Soup
Developer Tools: Git | VS Code | Jupyter | MySQL | Agile | Firebase | npm | pip | UNIX

EXPERIENCE

Instructor — July 2019 – Present
theCoderSchool — *Frisco, TX*
- Instructed custom programming lessons in Python, Java, C++, etc. to over 100+ students aged 6-20+.
- Established weekly communication with over 20+ clients on progress, achievements, and areas for improvement.
- Collaborated with instructors to hone lessons and spearhead 3 marketing campaigns, boosting enrollment by 15%.
- Oversaw specialized summer camps in Python, Roblox development, and Robotics each hosting 8-20 students.
- Curated a portfolio of 20+ projects to support new instructors and enrich student learning experiences.

PROJECTS

Image Classifier | *Python | TensorFlow | Keras | OpenCV | Numpy*
- Developed a CNN with 95% accuracy using TensorFlow and Keras for categorizing images based on emotion.
- Leveraged OpenCV for processing over 300+ images as training data.
- Analyzed model performance, achieving a precision of 98.5%, and used data visualization techniques to identify and address inefficiencies.

Chat Bot | *Python | NLTK | TensorFlow | Keras*
- Developed an NLP-driven chatbot capable of understanding and facilitating context-aware user interactions with 85% success rate.
- Organized training datasets using JSON and integrated Pickle for data serialization and storage.

Personal Website | *HTML | CSS | JS | React*
- Constructed a React-based portfolio, highlighting professional skills and past projects, deployed with Firebase.
- Harnessed React hooks for streamlined site navigation and integrated EmailJS for backend-free contact.
- Prioritized scalability in design, facilitating efficient content updates and ensuring sustained user engagement.

Space Shooter Game | *Python | Pygame | OOP*
- Built a 2D arcade game utilizing OOP principles to feature players, enemies, and projectiles.
- Improved user experience by introducing enemy movements and incorporating advanced collision detection leading to a 15% longer average user playtime.

EXTRACURRICULARS

NüVü — September 2022
HackDFW — *Dallas, TX*
- Collaborated on "NüVü", an AR-based vehicle shopping experience, utilizing ARCore, Unity's Universal Render Pipeline, and Android NDK in under 48 hours.
- Played a pivotal role in software testing, conducting and leading 30+ test runs to pinpoint inconsistencies.
- Achieved a 95% success rate in tests, ensuring the project's reliability and performance.