

SOFTWARE DEVELOPER ENGINEER . MASTERS IN COMPUTER SCIENCE

801 S Wells St. APT 103, Chicago, IL, 60607

(630) 209-4756 | bthomp2000@gmail.com | brianrt | brian-thompson-b0281882

Work Experience _____

Amazon Seattle, WA

SOFTWARE DEVELOPER ENGINEER 2 ON AMAZON BUSINESS PERSONALIZATION

July 2018 - PRESENT

- Designed, implemented and ran 20 A/B experiments creating new recommenders or modifying existing ones. Resulted in an increase of \$240 million annualized order purchase sales (OPS)
- · Implemented daily builds in python which compute item-to-item similarities datasets to be used in discount and bulk recommenders
- Migrated front-end rendering of our teams recommenders to new platform built on TypeScript and Kata (html templating language)
- · Created a daily build which computes discounted best sellers using various AWS technologies such as EMR, SNS, SQS and S3
- · Implemented a community detection algorithm in python which performs graph clustering on our item-to-item purchase similarites graph

Ag-Sensus, LLC Champaign, IL

IOS DEVELOPER FOR DJI DRONE AGRICULTURE SOLUTIONS

Oct. 2016 - May 2018

- Computed waypoints given a field boundary that guides the drown through flight while it takes measurements
- Wrote code in C++ and Swift that measured crop height via LIDAR in a DJI manifold, sent to the iPad and overlayed the height graph on a map
- · Designed and implemented a user interface allowing farmers to analyze past flight data from multiple fields

The Boeing Company St. Louis, MO

SOFTWARE ENGINEER INTERN ON THE F-15 TRAINING SYSTEMS AND SERVICES TEAM

May 2016 - Feb. 2019

- Modified and enhanced F-15 3D model with Blender and imported into X-Plane to be used with the F-15 Trainer
- Rewrote X-Plane plugin written in C++ to receive standardized network packets created by Boeing instead of custom messages

Education

University of Illinois Urbana-Champaign

BS-MCS IN COMPUTER SCIENCE

Aug. 2013 - May. 2018

- · Computer Science student in the College of Engineering
- GPA: 3.83/4.00

Projects

Line Times iOS App

HTTPS://GITHUB.COM/BRIANRT/LINE-TIMES

- Created iOS app which used crowdsourced entries to display wait times at restaurants and bars on UIUC campus
- · Completed app and released to App Store

CEO Hunter Chrome Extension

HTTPS://GITHUB.COM/BRIANRT/CEO-HUNTER

- Created Chrome extension that allows user to retrieve the CEO and their email from a company's website, had 700+ users.
- Used javascript to scrape multiple sites to retreive CEO, and generated likely email using mailbox layer

Text to Buzz

HTTPS://GITHUB.COM/BRIANRT/TEXT-TO-BUZZ

- Created an iOS app which was connected via Bluetooth to a Neosensory Buzz (wrist band with four controllable motors)
- · Converted senteces to a sequence of phonemes, and mapped these phonemes to distinct vibrational textures on the Buzz
- Goal was to train myself to understand sentences through vibrations on the Buzz

Visaural

HTTPS://GITHUB.COM/BRIANRT/VISAURAL

- Created an iOS app which takes frames from a video and converts to a distinct sound using spectograms
- · Converted RGB frames to lower resolution, grayscale images using matrix operations and Accelerate framework
- Computed spectogram and played audio using AVAudioEngine framework
- Goal was to train myself to "see" what my camera was seeing through an audio signal

Skills.

Programming Java; Python; Swift; React; TypeScript; JavaScript; C++; C;