Sam Thomas

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Education

2017-2021 **BACHELORS OF SCIENCE IN COMPUTER SCIENCE** *University of Texas at Arlington*

- GPA - 3.443
- Current recipient of the Maverick Academic Scholarship.

Work Experience

2019-2019 **STATE FARM** - *Administrative Services Software Developer*

- Developed the promotion tool to be used by the Administrative Services department of State Farm during the summer internship spent there.
- Worked on an internal web logging tool as a side project.
- Worked primarily with the .NET MVC framework for C# and SQL to deliver the web application desired.

Other Experience

2018 **MISSION ARLINGTON CHURCH**

- With other students from UT Arlington, volunteered to help clean and sort out packages that were to be delivered for Christmas.

2016 **JSS PS DUBAI**

- As a student I helped maintain and fix all the computers within my school. My work included reformatting the computers , recovering data from hard disks and helping teachers with anything IT related

Awards

2019 *HackUTD Hackathon* - Team leader of the winning team of the Citi Bank Financial Challenge

2019 *HackSMU Hackathon* - Team leader of the winning team of the Best AR/VR Project as well as the Best API Project.

2018 *HackUTA Hackathon* - Team leader of the winning team of the Best First Time Project.

2015 *Dubai Coding Challenge* - Won second place at a coding competition for high school students from all over Dubai.

Projects

- **VRdataMAPS**: A virtual reality application where you can see details on whether or not a property bought by a customer will be foreclosed. Just speak the ID of the desired customer and you will be taken to the property location and be shown all of its details. Used Google's Cloud platform for generating the street view of the property bought by customer. Also used the Google Cloud Platform to perform Speech to Text recognition with Python on the back end and using Unity with the Oculus SDK on the front end.
- **GUI Image Classifier**: A binary image classifier made for the average user which you can train via a GUI with no programming. Using the Python library Keras implemented a Convolution Neural Network that makes a binary classification on images.Then using the Python GUI framework QT, made it so that the user just has to select the two labelled directories upon which the classifier model can be generated.
- **Genetic Algorithm Unity**: Developed a simulation on Unity where bots learn to stay on a platform. Implemented a genetic algorithm from scratch on Unity without the use of libraries to make bots learn to stay on a virtual platform while traveling the largest distance possible.
- **RAT Tool**: Developed a custom replica of the payload created by the pen testing tools in Kali Linux .Using Python and the libraries: socket,thread,cv2,pywin32,pyhook and os made a program that allows me to capture pictures and log keystrokes of multiple users.
- **WHOuAR**: Developed an application that gathers data from programming platforms like LeetCode and TopCoder and generates an AR sticker that allows a given user to visualize the strengths of a given programmer. Using unity and the Vuforia AR library scanned an AR sticker assigned to a given user to visualize the data obtained from the TopCoder API which has been converted to a custom metric to be used by the application.
- **SQL-Interface**: Developed a python application that acts as an interface to add records to an SQL server. If the SQL server is down then each new record is stored and saved as a serialized object allowing users to submit their changes once the server is back online. Used the python library MySQLDB to make the interface between python and SQL and also pickle to store the objects created to be submitted in the future.