SAM THOMAS

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EXPERIENCE

Research Assistant
University of Texas at Arlington

📅 Feb 2021 – Present   📍 Arlington TX

- Developing natural disaster simulations for VR using Unity with OpenXR.
- Simulation played by elderly volunteers from whom we collect locomotion and eye-tracking data.
- Data used to analyze how best to guide the elderly population to safety during natural disasters.

Software Development Engineer Intern
Amazon

📅 Jun 2020 – Aug 2020   📍 Seattle WA

- Globalized CODA an internal transportation demand forecasting system by implementing support for Europe.
- Developed integration and unit tests for the existing and newly developed code-base for CODA primarily using JUnit and Mockito.
- Worked primarily with Java and Python and utilized multiple AWS tools such as Lambda, S3, DynamoDB, S3, etc.

Admin Services - Software Engineer Intern
State Farm

📅 May 2019 – Aug 2019   📍 Bloomington IL

- Developed the tool to initiate promotion requests to be used by the Administrative Services Department of State Farm.
- Worked on an internal web logging tool as a side project.
- Worked with the .NET MVC framework for C# and SQL.

EDUCATION / COURSES

Bachelors of Science in Computer Science
The University of Texas at Arlington

📅 Aug 2017 – May 2021   📖 GPA - 3.61

AWARDS

- HackUTD Hackathon 2019 - Team leader of the winning team of the Citi Bank Financial Challenge
- HackSMU Hackathon 2019 - Team leader of the winning team of the Best AR/VR Project as well as the Best API Project
- HackUTA Hackathon 2018 - Team leader of the winning team of the Best First Time Project
- Dubai Coding Challenge 2015 - Won second place at a programming competition for high school students from all over Dubai hosted by Heriot-Watt university.

SKILLS

Python , C# , Java, Unity, SQL, AWS, GCP   ♥♥♥♥♥♡
Javascript, ASP.NET MVC, React , Flutter   ♥♥♥♥♡♡
C++, C, Ruby   ♥♥♥♡♡♡

PROJECTS

Lend An Eye

- Developed an application that leverages Google Cloud Platform (GCP) which helps the visually impaired by translating and reading foreign books in languages that they know.
- Utilized GCP to implement image to text, language translation, text to speech, and speech to text functionality to the application.
- Utilized React Native and Expo to develop a minimal user interface designed for visually impaired users .
- This application was handed over to a non-profit organization for the visually impaired who currently utilize it for their students.

WHOuAR

- Developed an application that gathers data from programming platforms like TopCoder and generates an AR sticker that contains useful data on the strengths of a programmer.
- Used Unity and the Vuforia AR library to then scan the AR sticker which is assigned to a given programmer to visualize in AR the data obtained from the TopCoder API.

GUI Image Classifier

- A binary image classifier made for the average user which you can train via a GUI.
- Utilized the Python library Keras to implement a Convolution Neural Network.
- Utilized the Python GUI framework QT to implement a GUI where the user just selects the desired two labelled directories upon which the image classifier is generated.

Ecommerce Flutter Template

- A quick cross platform Ecommerce template made using Flutter which allows users to order products to be delivered from a store.
- Integrated Google and Facebook sign in for user registration.
- Used Stripe to implement a payment system.
- Used Cloud Firestore and Real Time Database from Firebase to implement the back-end to store the data.
- Leveraged the Google Maps API to implement an address search feature for registration.

Earnings Backtester

- In the stock market whenever a company releases an earnings report there is generally an anticipated run-up. Implemented a back-testing platform to test this phenomenon.
- The platform aggregates all earnings for a given time frame using earnings data from Yahoo and tests the average profitability and success rate.