

SAM THOMAS

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EXPERIENCE

Software Development Engineer Intern

Amazon

📅 June 2020 – Aug 2020

📍 Seattle WA

- Globalized CODA an internal transportation demand forecasting system.
- 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 – Aug 2021

📖 GPA - 3.56

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#, C++, Java
Unity, React, Flutter, SQL
HTML, JS, CSS
Ruby, C, ASP.NET MVC



PROJECTS

SQL Interface

- Developed a python application that acts as an interface to add records to an SQL table.
- When 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

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.
- Used the Python library Keras to implement a Convolution Neural Network and then used the Python GUI framework QT and made it such that the user just has to select the desired two labelled directories upon which the binary classifier model is generated.

Genetic Algorithm Unity

- Developed a simulation on Unity where bots learn to stay on a platform through evolution.
- Used no libraries and only using Unity learned to implement a genetic algorithm from scratch to teach bots on a platform to stay on it without falling off.

Hookah Express

- A quick prototype application developed for both Android and iOS using flutter as per the request of a friend which allows users to order products to be delivered from the store owned by the friend.
- Implemented Google and Facebook Sign In.
- Used Stripe to implement a payment system.
- Used both Cloud Firestore and Real Time Database from Firebase to implement the back-end to store the data.
- Used the Google Maps API to implement an address search to be used for registration.