

# SAM THOMAS

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🔗 github.com/cachecake404

## EXPERIENCE

### Software Development Engineer

#### Microsoft

📅 Aug 2021 – Sept 2023

📅 Sept 2023 – Present

📍 Bellevue WA

🔗 SDE 1 - L59 & L60

🔗 SDE 2 - L61 & L62

- Working primarily with Java, C#, Scala, Spark, Kubernetes, Kafka and Flink.
- Currently own bot detection and the core log streaming aggregation platform of Bing and Microsoft Copilot (BingGPT).
- Redesigned and optimized various streaming jobs and messages going within Kafka saving around 1,420,000\$/year worth of CPU cores and memory which was around a 30% reduction in pipeline cost.
- Improved bot detection recall by around 15% and reduced E2E latency by 70%.
- Reduced the number of false alerts for Bing's experimentation platform by 10%
- Reduced our pipeline's startup time on restart from an average of 5 minutes to 2 minutes.

### 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.

### Research Assistant

#### University of Texas at Arlington

📅 Mar 2021 – May 2021

📍 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.

## EDUCATION / COURSES

### Bachelors of Science in Computer Science

#### The University of Texas at Arlington

📅 Aug 2017 – May 2021

📄 GPA - 3.636

## 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.

### 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.

## 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, Azure, Spark, Kafka

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C++, AWS, GCP, Scala, Go, SQL, Clickhouse, Flink, Kubernetes

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Dart, Flutter, CSS, Trino, Javascript, React

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PHP, Rust

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