

ETHAN THOMAS

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EDUCATION

Columbia University

Bachelor's, Computer Science

September 2022 - October 2024

GPA: 4.157

PROFESSIONAL EXPERIENCE

Florida Atlantic University

Engineering Research Intern

Boca Raton, FL, USA

June 2023 - August 2023

- Secured funding from NSF's Engineering Research Center for Smart Streetscapes (CS3).
- Developed a Raspberry Pi-based data collection system with IMU, GPS, and speed sensors.
- Automated tasks using Systemd services, bash scripts, and Python IPC libraries.
- Trained PyTorch and scikit-learn models, achieving 90% classification accuracy.
- Won "Most Outstanding Presentation" award for project results.

Puberry Inc.

Software Engineering Intern

New York, NY, USA

February 2023 - June 2023

- Developed interactive quizzes and a progress-tracking calendar for a cross-platform puberty education app.
- Enhanced the Flutter front-end with responsive design and smooth user interactions.
- Integrated Google Firebase for secure data storage and user authentication.
- Contributed to Puberry's 61% improvement in health test scores.

PROJECTS & OUTSIDE EXPERIENCE

OpenAir-VPN

- Created a Linux CLI to manage Wireguard and OpenVPN connections.
- Implemented an iptables-based killswitch, Systemd integration, and LAN access options.
- Released the project as open-source under the MIT license, emphasizing usability and community contributions.
- [Link to project](#)

Baseball Analytics Dashboard

- Developed a React web interface for visualizing pitch data for the Georgetown University Baseball team.
- Integrated with an R Plumber REST API to display pitch trajectories and strike zone grids.
- Delivered an interactive tool to help coaches and players analyze pitching performance.

DevFest Hackathon Website

- Led a team of five engineers to create Columbia University's DevFest 2024 website.
- Designed a comic book-style Next.js/React site with interactive "page turning" features.
- Boosted event registration by 100+ participants with clear, accessible design.
- [Link to project](#)

Pitch Wizard

- Built a web app to teach users how to identify baseball pitches, like fastballs and curveballs.
- Developed interactive lessons and quizzes using Flask with per-user progress tracking.
- Designed the front-end UI with HTML/CSS, JavaScript, and jQuery for an engaging user experience.
- [Link to project](#)

SKILLS

Skills: Python, Git, Linux, SQL, PostgreSQL, MySQL, JavaScript, TypeScript, React.js, Next.js, Node.js, C/C++, Docker, Bash, Java, Go, Gin, GORM, LaTeX, HTML, CSS, HTML/CSS, UX/UI Design, Selenium, Flask, Godot, Problem Solving, Communication, Prototyping, Creative Thinking, Teamwork, Leadership