KAYA THOMAS

kaya.m.thomas.17@dartmouth.edu   917-200-2984   kmt901.github.io

EDUCATION

DARTMOUTH COLLEGE; HANOVER, NH – BA IN COMPUTER SCIENCE, 2017
GPA – 3.43 / 4.0

SKILLS

Python, Objective C, Java, HTML, CSS

RELEVANT COURSEWORK

Programming Through Interactive Art, Object Oriented Programming, Computational Linguistics, Software Design and Implementation, Discrete Mathematics

PROJECTS

WE READ TOO, BOOK RESOURCE IPHONE APP

- Implemented Parse iOS SDK to showcase over 350 books.

- Developed features so the user can browse books, search by author or title, view a detail page for each book, suggest books to add and view the book on the web through Safari.

- Currently maintaining over 1,500 users.

EXPERIENCE

MOBILE DEVELOPMENT INTERN – JUNE 2014-AUGUST 2014

- Developed an iOS application with Entertainment Weekly brand.

- Designed 3 prototypes and conducted usability testing.

- Won a company wide intern challenge out of 37 submissions and 6 finalists.

STUDENT PROGRAMMER, TILTFACTOR LAB – MARCH 2014-SEPTEMBER 2014

- Fixed a significant bug in the php configuration file that was preventing users from signing up for the Metadata Games system.

- Updated documentation for the game build and content installation so Mac developers can use the system and early developers can follow along.

- Redesigned 3 webpages in the system so the user can input information easier.

VOLUNTEER TECH MENTOR, BLACK GIRLS CODE – MARCH 2014-PRESENT

- Mentored the winning team of 5 high school girls at the "Love is Respect" hackathon in partnership with Verizon's Break the Cycle initiative.

- Taught web-based application building software, Appery.io.

- Assisted a classroom of girls at the "Build A Webpage in A Day" workshop.