

Latrell Thomas

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EDUCATION

Bachelors in Computer Science

University of Illinois at Chicago – Chicago, Illinois, USA

Aug 2014 – Dec 2020

Major GPA: 3.58 / 4.0

WORK EXPERIENCE

Software Engineering Intern

Very Good Ventures, Chicago, Illinois

Jan – Apr 2021

- Learned Flutter and the best practices for building apps
- Gathered requirements, developed, tested, and then shipped features for client applications
- Refactored sections of applications to support new features, to remove old dependencies, and improve readability
- Technologies used: **Dart, Flutter, Bloc, Git, Zeplin, Figma**

Software Engineering Intern

Arista Networks, Santa Clara, California

Jul – Aug 2020

- Self-onboarded, fully remote (covid) on large codebase
- Improved the efficiency of the user interface by shortening the names of tickets, including the longer name via hovering effects, and integrating clipboard capabilities
- Restructured/Fixed data donut layout such that information wasn't blank and data was easily attainable by clicking on the donut.
- Technologies used: **Javascript, React, Redux, Git, Gerrit, Ant.design**

Software Engineering Intern

Netherrealm Studios, Chicago, Illinois

Mar – Aug 2019

- Implemented new features into the game such as debugging tools for Q&A
- Overhauled Injustice 2 Mobile credits, including improving tooling for importing and providing improved logging and debugging
- Added system for detecting invalid names and routing to support
- Technologies used: **Core C++ & OOP concepts, Unreal Engine 4, JIRA, Perforce**

PROJECTS

Candy Crush - Web App (Javascript, HTML, CSS)

Fall 2020

- Built using the set of core technologies that drive most modern web applications
- Created the user interface with standard HTML elements such as buttons, text fields, and tables

Safespeed Tickets Proposal - Graphical User Interface (Java, Selenium)

Winter 2019 - Spring 2020

- Worked as a traffic camera reviewer (watched camera videos for car violations)
- Proposed, implemented, and demoed an improved system for reviewing
- Promoted increased efficiency and safety for reviewers trying to meet quotas

LEADERSHIP EXPERIENCE AND ACTIVITIES

Black Tech Scholars - Member

August 2018 - Now

- Met weekly with other upcoming black leaders to review coding lessons and problem solving
- Lead group to pitch project proposal for payment hub application, and practiced pitching to volunteer mentors

HONORS

Dean's List

Spring 2017, Fall 2017, Spring 2018, Spring 2020, Fall 2020

TOOLS & TECHNOLOGIES

Programming/Coding: C++, Java

Platform: Windows, MacOS

Build Tools/Version Control: GitHub, Perforce

Tools: IntelliJ, Flutter, Android Studio, VSCode, Xcode, JIRA