RILEY THOMPSON

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EDUCATION

University of Illinois at Chicago - Chicago IL.

BS - Computer Science & Linguistics.   Graduated Dec. 2023
                                                                        GPA: 3.6

Relevant Coursework: Data Structures, Computer Algorithms. Software Design, NLP, AI.

EXPERIENCE

Inquis Medical Company – Redwood City, CA.   June 2022-June 2023
Intern / RnD Consultant

- Developed a full stack iOS application for automating data collection in testing environment, saving 30+ hours of manual data parsing.
- Assisted in machine learning model development of big data classifications.
- Managed 5 testing software suites.(MATLAB, Solid Works, Sensor Pal GUI, LabVIEW)
- Created & developed a Python script to scrape the FDA website for up to date data on FDA clearances in the industry to forecast potential competitors.

CVS Health Corporation – Buffalo Grove, IL   June 2023-August 2023
Application Software Developer Intern

- Implemented 4 new features in Java Spring Applications of microservices of enterprise software.
- Developed test data & confirmed results with SQL in SQLDeveloper, working closely with QA team to ensure full unit test coverage, resulting in the resolution of 15+ bugs in new features.
- Analyzed API implementations across 4+ different microservices, in order to implement new features.
- Managed version control in Git of Spring applications of different features.

Global Tech Experience – Remote   August 2023 – December 2023
Web Development Trainee

- Used HTML, CSS, Bootstrap and JavaScript to create dynamic websites & web apps for a fully functional web-experience.
- Improved, redesigned, and added features to existing code: Debugged code written by myself and others.
- Collaborated with others on the global tech team to complete tasks, such as integrating third part APIs.
- Conducted market research to identify product features on hospitality websites for Marriott consulting project, to create an interactive prototype and execute those changed to existing website.

PROJECTS

Daily Hubble – Github   December 2023-Present

- A full stack web application providing a hub for 50+ unique, curated, daily games like Wordle, allowing for user preferences, like a favorite games list, records of previous scores, etc.
- Built with Go & HTMX with a MySQL database storing games and user preferences.
- Web app fully deployed through Docker images.

Hangman Server Program – Github (Client, Server)   August 2023-October 2023

- Developed JavaFX hangman program, containing both client and server Maven projects utilizing the MVC design pattern.
- Server program utilizes multithreading & concurrent programing to allow for multiple client connections at the same time, playing separate games.
- Client program has a user-friendly Javafx GUI, allowing for connection to server on port #, and gameplay.

Automated Testing iOS Application - Github   October 2023 – Present

- Developed full stack iOS automated testing data collection application with SwiftUI, allowing the client begin test, add events with preset buttons, or custom buttons, and save the event with the timestamp as a CSV file to local device and email to specified address upon completing test.
- Iterated on application over several months, meeting with client various times every month updating application to fit real-world user needs.

Languages: Python, C/C++, Java, JavaScript, SQL, HTML, CSS, Swift, Go
Tools: React, Spring Framework, Bootstrap, Maven, Git Version Control, Agile Methodologies, REST APIs, JSON, XML, RDBMS, UML, CI/CD, Docker, MySQL, PostgreSQL, Networking
Soft Skills – Team Collaboration, Communication, Self-Directed learner