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STEVEN THOMAS

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Education

University of North Carolina at Chapel Hill May 2016

B.S. Computer Science

3.65 GPA, Dean's List

Relevant Coursework: Operating Systems, Introduction to Statistics, Linear Algebra, Probability

Relevant Experience

Premier, Inc. - *Software Developer Intern* Summer 2015

- Created a user lookup tool using Facebook's **React.js JavaScript** library.
- Used **Ruby on Rails** implemented with **JRuby** to process search requests and pass them to a **Java 8** library
- Used a **Java 8** library to asynchronously collect user data from various sources, including an IBM **LDAP** database.
- Used **Guava** features, including Optionals and Immutable Sets, to collect user data.
- Used a **distributed database, Riak**, to store and retrieve information.

Acme-McCrary Corporation - *Volunteer Sales Analyst* Summer 2014

- Used third party modules in **Python** to automate the analysis of sales data in Excel to determine appropriate shipping information, changing the process from taking one hour to one second.

Class Projects

Software Engineering Lab : *Caterpillars Count* - *Project Manager, Chief Architect* Fall 2015

- Manage and document a team programming project: insectoid2.web.unc.edu
- Use **Cordova** to design a mobile application that allows users to submit data.
- Design a **REST** interface in **PHP** to store and retrieve data in a **MySQL** database.
- Implement **Quality Control** features to verify data in an admin page using **JavaScript** and **PHP**.

Advanced WWW Development : *Web Application* Fall 2014

- Used **PHP** to implement a custom **ORM** and **REST**ful interface to a **MySQL** backend.
- Used **AJAX** to dynamically load and edit data using **REST**.
- Used text to speech to read the data in browser.

Foundations of Programming : *Alice-Like Project* Fall 2013

- Created an Alice-like program with a **MVC** architecture in **Java**.
- Implemented a DSL with **recursive descent parsing** to control an **asynchronous animation** of actors.

Personal Projects

Pokemon Battle Simulator Summer - Fall 2015

- Used the **openFrameworks** library in **C++** to design an interactive game.
- Used **Command Objects** to pass commands between classes and execute them.
- Use a **Node.js WebSocket** library to allow users to play online by exchanging **JSON** objects.

Skills

- Languages: JavaScript, Ruby, JRuby, Java, Python, C, C++, HTML/CSS, SQL, PHP, Assembly
- Tools: git, Eclipse, IntelliJ, XCode, Maven, Lombok, Guava
- Agile Development
- Design Patterns: Model-view-controllers, command objects, delegation, strategy, builder, factory
- Unix/Linux, OS X, Windows
- Intermediate proficiency in Japanese