Thomas Weathers

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EDUCATION

OREGON STATE UNIVERSITY
Honors B.S. in Computer Science
• Focus in Robotic Intelligence
• Minor in Humanitarian Engineering
Expected June 2021 | GPA: 3.54

LINKS

GitHub: @**t-weathers**
LinkedIn: @**thomas-s-weathers**

COURSEWORK

COMPUTER SCIENCE
• Algorithms
• Software Engineering I,II
• Operating Systems
• Data Structures
• Artificial Intelligence

HUMANITARIAN ENGINEERING
• Design Thinking in Teams
• Usability Engineering
• Innovation for Social Impact

SKILLS

PROGRAMMING LANGUAGES
Python • C • C++ • Java

WEB TECHNOLOGIES
JavaScript •HTML • CSS

FRAMEWORKS
React • Node

HARDWARE
Arduino • Raspberry Pi

ACHIEVEMENTS AND ACTIVITIES

• Google CodeU Program Alumnus
• 2019 Lime Connect Fellow
• 2018 Google Lime Scholar
• 2016 Slash Hacks Hackathon Invitee
• 2014 Muscular Dystrophy Association California Youth Ambassador

INTERESTS

• Hiking
• Travelling
• Adaptive Technology

EXPERIENCE

GOOGLE BOLD | Gtech Global Customer Care Intern
May - August 2020 | Boulder, CO
• Provided customer support by troubleshooting issues then delivering solutions to advertisers utilizing the **Google Ads** platform
• Implemented a Google Hangouts Chatbot using the **Google Chat API** , **Apps Script** , **RegEx** , and **Google Sheets API** to assist Global Customer Care specialists
• Collaborated with full-time Googlers and fellow interns to educate 100+ employees on accessibility best practices and **inclusive design** opportunities

CODEREV KIDS | Summer Instructor
June - August 2019 | Burlingame, CA
• Instructed children from ages 6-14 on different engineering related topics such as: **Java** programming through Minecraft modding, introductory block programming, app development, and Lego Mindstorms robotics

OSU SOCIAL MOBILITY LAB | Research Assistant
May 2018 - Ongoing | Corvallis, OR
• Assembled modifications to 20+ Ride-on-Cars by soldering wires, buttons, lights and other electrical components
• Deployed 3D-Printers into the lab space to reduce cost and increase customization of materials for Ride-on-Car modifications

ADAPTIVE TECHNOLOGY ENGINEERING NETWORK (ATEN) | Co-Founding Member / Vice President
February 2018 - Ongoing | Corvallis, OR
• Organized and Instructed the 2019 and 2020 Leading and Enabling Adolescent Futures in STEM (LEAFS) program: a 4 week STEM outreach camp for children with disabilities featuring technologies such as: **Arduino Programming,** **Basic Robotics,** **3D Modeling** and **X-Ray Tomography**
• Managed design, iterative testing and development of mechanical rock climbing unit for people with mobility disabilities

PROJECTS

8LOBAL | Google CodeU Program
April 2019 - August 2019
• Developed a web application over 10 weeks using **Java** , **JavaScript** and **React** for users to share unique experiences within their community
• Integrated **Google Maps API** and **Google Places API** to visualize unique user experiences through an interactive and dynamic map generated from user data

HONORS THESIS | "Proximity Activated Stimuli On Modified Ride-on-cars for Children with Disabilities"
• Constructed a Modified Ride-on-Car equipped with ultrasonic sensors and a servo-activated stimulus to promote peer interaction for children with motor disabilities
• Documented the building process into a formal thesis document and successfully defended to the Oregon State University Honors College

TOYOTA UNLIMITED MOBILITY CHALLENGE
• Researched and assembled a fleet of Modified Ride-on-Cars equipped with various sensors, safety improvements, and stimuli to assist the mobility of children with motor disabilities
• Programmed **Arduinos** in **C** to read input from various sensors to trigger different stimuli attached to multiple Modified Ride-on-Cars