

Thomas Young

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Objective

I am a graduate of the University of Colorado Boulder's school of engineering with a B.S. in Computer Science. I am hardworking, great with people, and loving taking on new challenges so I can learn and grow.

Education

The University of Colorado Boulder | Computer Science B.S. | 2016 - 2020

Department GPA: 3.97 | Overall GPA: 3.788

- Calculus for Engineers 1 & 2
- Linear Algebra with CS Applications
- Discrete Structures
- Data Science
- Data Structures
- Data Systems
- Algorithms
- Intro to AI
- Biological Network
- Machine Learning
- Natural Language Processing
- Data Science Team

Skills

Amazon | Intern | Summer 2019

Over a 12-week internship, I collaborated with other engineers to develop new software for third party Amazon Alexa Devices. This involved learning new technology, improving my collaboration skills, and bringing a project from start to finish within a short time frame.

National Center for Atmospheric Research (NCAR) | Student Assistant II | 2018 - 2019

A year-long program where I processed and modeled large datasets using NCAR Command Language and Python for NCAR's Regional Integrated Science Collective. I worked in a challenging collaborative environment where I improved my project management skills and coding practices.

Buff Techs | Student Technician | 2018 - 2020

Assisting students and faculty with troubleshooting and diagnosing their electronic devices. Acted as the summer project lead for improving general services. My involvement here has improved my customer service, leadership, and problem-solving skills.

Steve and Kate's Camp | Camp Counselor and Coding Lead | Summer 2017

Coding lead for the camp studio instructing kids from pre-k to 7th grade on learning the basics of programming. My experience at the camp improved my ability to explain complex concepts in technology through simple, more digestible terms.

Projects

ArticulateML | 2020

Designed a language model to guess words based on a short description similar to how games like Taboo and Articulate! Are played. This was done by utilizing Word2Vec embeddings, a continuous bag of words model, and a custom dataset composed of Wikipedia articles.

Genetic Tetris AI | 2018

By using a genetic algorithm the model finds weights for a multinomial linear equation that determines the optimal placement of a Tetris piece.

Extra Curricular

IT Student Governance Board | 2018 - 2020

Various Forms of Art | 2012 - Current