Thomas Young

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Objective

I am currently a student at the University of Colorado Boulder studying Computer Science. I am hard working, great with people, and am looking for an opportunity to use and improve the computer skills I already have in a professional setting.

Skills

- Web Development
- Adobe Illustrator
- Adobe Photoshop
- Data Structures
- Computer Logic

- Linux (Proficient)
- C, C++ (Proficient)
- Python (Proficient)
- NCAR Command Language (Proficient)
- Git/GitHub (Proficient)

- HTML/CSS/Bootstrap (Familiar)
- JavaScript (Familiar)
- Assembly (Familiar)
- PHP (Familiar)

Work Experience

National Center for Atmospheric Research (NCAR) / Student Assistant
2018 - Current
Processing and modeling large datasets using NCAR Command Language and Python for NCAR's Regional Integrated Science Collective. This has enhanced my collaboration and project management skills, along with teaching me better coding practices.

Buff Techs / Computer Support
2018 – Current
Assisting students and faculty with troubleshooting and diagnosing personally owned computer devices. Lead for summer project to improving services in the workplaces. My involvement here improved my customer service, leadership, and problem-solving skills.

Steve and Kate's / Camp Counselor and Coding Lead
2017
Lead for the coding 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 potentially complex ideas with technology in simple more digestible terms.

Best Buy / Computer Sales Associate
2016
Sold computers, accessories, and provided troubleshooting. Summer job before leaving for college. Learned Customer service skills specifically surrounding computers and helping people understand them.

Josephine / Cook and Food Entrepreneur
2014 - 2016
Baking, cooking, and providing customer service while selling food on Josephine, an online start-up providing home cooked meals.

Extra-Curricular

Various Rock Climbing Teams / Ironworks (Berkeley, CA) 2013 - 2016 / CU Boulder Team 2016-2017
Video Game Programming & Design / Independently 2012 – 2018
Various forms of Art / Drawing / Painting / Digital Art / 2012 – 2018
IT Student Governance Board / 2018

Education

University of Colorado Boulder / Computer Science BS / 2016 – 2020 (Expected)
Department GPA: **3.93** / Overall GPA: **3.61**

- Calculus for Engineers 1 & 2
- Data Structures
- Computer Systems
- Algorithms

- Linear Algebra with CS Applications
- Discrete Structures
- Software Development Methods and Tools
- Data Science