

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.

Education

University of Colorado Boulder / Computer Science BS / 2016 - 2020 (Expected)

Department GPA: **3.95** / Overall GPA: **3.68**

- Calculus for Engineers 1 & 2
- Linear Algebra with CS Applications
- Discrete Structures
- Data Science (Probability and Statistics)
- Algorithms
- Data Structures
- Computer Systems
- Software Development Methods and Tools
- Principals of Programming Languages
- Operating Systems (In Progress)

Skills

- Web Development
- Adobe Illustrator
- Adobe Photoshop
- Data Structures
- Design Patterns
- Linux (Proficient)
- C, C++ (Proficient)
- Python (Proficient)
- Git/GitHub (Proficient)
- Scala (Familiar)
- HTML/CSS/Bootstrap (Familiar)
- JavaScript (Familiar)
- PHP (Familiar)
- QT (Familiar)
- MySQL (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 computing devices. Lead for a summer project focused on improving services in the workplace. My involvement here has 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.

Projects

Tetris AI / 2018

A Genetic algorithm which teaches a computer to play Tetris. Using a set of floating-point numbers from negative one to one representing the computer's bias for a board feature, such as cumulative column height, the computer assesses how good each possible move is. It then makes a placement based on the move which it thinks is best. These genes are tested and the best of them are bred, mutated, and tested. This continues until a local minimum is reached.

Aux Jockey / 2018 - current

Designed and created a service which simplifies the process of playing crowd pleasing music at social events and spaces. A host creates an event which guests connect to using a session name. User data, such as most listened to songs and artists, are pulled from their Spotify library and compiled in a MySQL database. From this, a playlist is dynamically created to fit the crowd and environment.

Graduat.io / 2018

A platform to assist students in planning their college career, ensuring they graduate in four years. The classes a user may take are inputted, displays them in easy-to-view panels and adds the classes to a custom google calendar. Uses MySQL database to store user data.

Extra-Curricular

Video Game Programming & Design / Independently / 2012 - Current

Various Forms of Art / Drawing / Painting / Digital Art / 2012 - Current

It Student Governance Board / 2018 - Current