

Thomas Billington

Objective: Obtain a software engineering summer internship position.

GitHub: <https://github.com/tombillo1>

Website: <https://tommybillington.com>

Location: Virginia // DC (willing to relocate)

(571) 271-4677 tommybillington@vt.edu

Skills

Proficient:

Python: NumPy, OpenCV, Sklearn

Linux: Git, Bash

Java, C, C++

Familiar:

R, MATLAB, SQL, PowerBI

Web Dev: HTML, CSS

Relevant Coursework

Quantum Computing, Data Structures & Algs., Computer Organization, Data Analysis & Visualization

Organizations

Sigma Phi Delta – Professional engineering fraternity – Director of Recruitment & Exec. Member

Young Men's Service League – Ashburn Chapter – Vice President & Founding member

Projects

AnimeAI – Recommendation ML model for animated shows using a KNN algorithm.

RipeFruit – Computer vision program used to help farmers track ripeness in a variety of fruits.

PyWord – Python program that assists users in playing the popular game, Wordle.

Personal Website – Resume website created with HTML and CSS.

Arduino Piano – C++ push-button piano engineered to include octave shifting and an LCD display.

Education

Virginia Tech – Blacksburg, VA

B.S. in Computer Science, Data-Centric Computing

Graduating May 2024

- In-Major GPA: 3.40 Cumulative GPA: 3.26
- Pursuing a focus in artificial intelligence and machine learning.

Experience

General Dynamics Information Technology, Reston, VA

Software Developer Intern

June – August 2022

- Worked on the \$100 million ISEE contract with the Defense Intelligence Agency concerning software development in terms of infrastructure as well as identity, credential, and access management (ICAM).
- Collaborated with a sub-contracting company to automate the migration of thousands of over-seas email accounts. Wrote new PowerShell scripts as well as triaged bugs within the existing codebase to prioritize for execution.
- Configured ports and set specific network protocols on Cisco enterprise routers within a sensitive compartmented information facility.

Hokie Electric Vehicle Team, Blacksburg, VA

Software Engineering Researcher

Sept 2021 – Present

- Currently working on the Connected and Automated Vehicles Team for the EcoCar 4-year design competition with headline sponsors such as General Motors, MathWorks, and the United States Department of Energy.
- Responsible for creating and integrating sensor fusion algorithms for a 2023 Cadillac LYRIQ. Presently working primarily with C++ and Simulink to prototype a custom Lidar/Camera system for pedestrian detection.
- Completed independent research on the different subsystems for a hybrid-electric car that included propulsion controls, drivetrain components, and connected systems.