Thomas Billington

Objective: Obtain a software engineering summer internship position.
GitHub: https://github.com/tombillo1
Location: Virginia // DC (willing to relocate)
(571) 271-4677
tommybillington@vt.edu

Skills

Proficient:
Python: OpenCV, NumPy, Sklearn
Linux: Git, Bash
Java, C, C++
Familiar:
R, MATLAB, SQL, Power BI
Web Dev: HTML, CSS

Relevant Coursework

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

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: 3.4 Cumulative GPA: 3.2
- Pursuing a focus in artificial intelligence and machine learning.

Experience

General Dynamics Information Technology

Software Development Intern (June – August 2022)

- Worked on the $100 million ISEE contract with the Defense Intelligence Agency concerning software development in infrastructure as well as identity, credential, and access management (ICAM).
- Communicated with government clients to understand user needs in order 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.
- Collaborated with a sub-contracting company within a SCIF environment to configure and set network protocol limitations on Cisco routers for the DIA unclassified systems.

Hybrid Electric Vehicle Team

Software Engineering Junior Member (Sept 2021 – Current)

- 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 assisting on a hybrid integration of a 2019 Chevy Blazer through the implementation of motor control code as well as extensive testing along the benchmarks set for sensor fusion, driving assist, and V2X technologies.
- Completed independent research on the different subsystems for a hybrid-electric car that included propulsion controls, drivetrain components, and connected systems.