

# Thomas Allen

Software Engineer | Python · C++ · JavaScript

San Diego, CA | twillyallen@gmail.com | (760) 484-7587 | [LinkedIn](#) | [Portfolio](#)

Eligible for U.S. Security Clearance

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## SKILLS

<b>Programming:</b>	Python, C++, Java (Intermediate), JavaScript, HTML/CSS
<b>Software Engineering:</b>	API Development, Algorithm Design, Data Analysis, Object-Oriented Programming
<b>Tools &amp; IDEs:</b>	Visual Studio/VS Code, PyCharm, Git, Microsoft Office, Adobe Suite, Unreal Engine, Unity
<b>Hardware &amp; Tools:</b>	Test Automation, Firmware Debugging, Oscilloscopes, TCUs, RF Testing, Power Supplies
<b>Professional Skills:</b>	Communication, Adaptability, Problem Solving, Leadership, Team Collaboration, Quick Learning

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## EXPERIENCE

**Qualcomm (San Diego)** **February 2022 - February 2023**

### Engineering Technician

- Maintained Python scripts used for automated firmware regression testing and debugging.
- Calibrated and operated oscilloscopes, TCUs, RF Test equipment, power supplies.
- Executed performance/stability tests across 1,000+ chipsets and multiple hardware bench setups.
- Collaborated with 20+ Engineers to analyze test results, debug/reproduce issues, and document results all within QA pipelines.

**Starbucks (San Diego)** **October 2023 - Present**

### Barista

- Served ~450+ customers/day during peak periods; collaborated with 6–8 teammates to reduce wait times and increase efficiency.
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## CODING PROJECTS

### **Pigskin 5 (NFL Trivia Web App)** - JavaScript, HTML, CSS, Github Pages

- Created a JavaScript/HTML based NFL Trivia app with automated daily updates.
- Responsive UI, Daily Streak Tracking (via localStorage), awaiting ad integration approval.

### **NFL Data Modeling & Prediction Tool** - Python, API Integration, Algorithms

- Built a Python Pandas pipeline that collects live stats and computes various stats with a weighted algorithm.
- Created a Tkinter GUI for selecting opponents including all 32 NFL Team logos.
- Modularized code for automatic weekly updates, and easy reworking of prediction parameters.

### **Solo Game Dev Project** - C++, Gameplay Logic, Artificial Intelligence

- Developed a 2D Platformer using GameMaker Studio.
  - Produced 200+ custom sprites and tiles using Adobe Photoshop.
  - Scripted all aspects of the game including Enemy AI, Advanced Player movement, Level Design.
  - Wrote modular code to simplify implementing new mechanics and weapons.
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## EDUCATION

**Southern New Hampshire University** **Graduated August 2025**

Bachelor of Science in Computer Science

**Relevant Coursework:** Software Engineering, Gameplay Programming, Artificial Intelligence, Data Structures & Algorithms, Computer Graphics