

Thomas Allen

San Diego, CA | twillyallen@gmail.com | (760) 484-7587 | linkedin.com/in/thomas-allen13

Target Role: Software Engineer

SUMMARY

Software Engineer with experience in Python scripting, test automation, and hardware-software debugging. Proven ability to deliver in fast-paced environments (Qualcomm) and skilled in C++, Git, Unity (C#), and system-level testing.

SKILLS

Programming:	Python, C++, HTML
Tools & IDEs:	Git/GitHub, Visual Studio, Excel, Google Sheets, Adobe Suite, Unreal Engine, Unity (C#)
Hardware & Tools:	Oscilloscopes, TCUs, RF Test Equipment, Power Supplies
Other Skills:	Hardware Debugging, Data Collection, System-Level Testing, Problem Solving

EDUCATION

Southern New Hampshire University

Expected August 2025

B.S., Computer Science (117/120 Credits Applied)

Relevant Coursework: Software Engineering, Computer Graphics, Artificial Intelligence, Data Structures, Gameplay Programming.

WORK EXPERIENCE

Starbucks (San Diego)

October 2023 - Present

Barista

- Accurately served 450+ daily customers in a fast-paced workplace, recognized regularly for quarterly awards.
- Managed drink prep, register, mobile orders, and customer service requests during peak rushes while maintaining under 2-minute ticket times.
- Participated and communicated with 6-8 team members during peak times to streamline tasks and reduce wait times.

Qualcomm (San Diego)

February 2022 - February 2023

Engineering Technician

- Performed test automation and performance analysis on 1,000+ chipsets.
- Installed, calibrated, and maintained testing equipment and debugging tools (Oscilloscopes, Power Supplies, TCU's, Digital Multimeters).
- Collaborated with 20+ software engineers, troubleshooting hardware/software issues to help test efficiency.
- Gained hands-on Python experience by collaborating with engineers.
- Performed motherboard soldering and hardware debugging to support product development.

Amazon (Phoenix)

October 2020 - March 2021

Warehouse Associate

- Managed inventory using pallet jacks and coordinated staging of large shipments.
- Inspected and moved larger products to designated areas in the warehouse.

CODING PROJECTS

NFL Prediction Algorithm

- Developed an NFL Game Predictor using Python libraries, integrating statistical modeling to achieve 78% season-long accuracy.
- Automated real-time data scraping from NFL stats websites using Pandas, enabling weekly updates without manual input.
- Built GUI using Tkinter that allows users to pick opponents, each with their respective NFL Logo.

Solo Game Dev Project Demo

- Developed a 2D Platformer using GameMaker Studio.
- Created 100+ custom sprites and characters using Adobe Photoshop.
- Scripted all aspects of the game including but not limited to Enemy AI, Advanced Player movement, Level Design.
- Gained Level Design and Sound Design experience.
- Released 2+ Hour Demo version (Full game still in-progress).