

TYSON THOMAS

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EDUCATION

BETHUNE-COOKMAN UNIVERSITY

B.S. Computer Science, Mathematics Minor

Presidential Scholar

3.83 GPA

May, 2025

Daytona Beach, FL

SKILLS

Technical: Unity, Unreal Engine, Visual Studio, Eclipse, React, Android Studio, Tableau, Blender

Languages: Java, C#, C++, Blueprints, JavaScript, Python, SQL, HTML, CSS

Relevant Coursework: Data Structures, Software Engineering, Computer Networks & Communication, Object Oriented Design, Databases, Computer Organization & Assembly, Mobile Applications, Operating Systems, Discrete Mathematics, Linear Algebra

EXPERIENCE

Game Design Intern

May 2024 - August 2024

Air Force Research Laboratory

Rome, NY

- Engineered multiplayer action game mechanics and custom UI utilizing C# in the Unity game engine
- Orchestrated seamless client-server communication and connection management for online play
- Performed comprehensive gameplay testing to collect actionable feedback for project advancement

Cryptography Research Intern

May 2023 - August 2023

University of South Florida

Tampa, FL

- Conducted detailed analysis of Python and C code for Kyber cryptosystem, showcasing deep understanding
- Utilized machine learning techniques to enhance and correct an A.I.'s version of Kyber
- Presented unique Kyber research at a prestigious conference, contributing to the field's knowledge base

PROJECTS

Brawler's Paradise

- Constructed an interactive 3D fighting game exploring various different fighting types in Unity game engine using C#
- Integrated full game controller support for greater accessibility and compatibility with different gaming platforms
- Designed and imported custom 3D animations, models, and assets from Blender into Unity

Reflection Journal

- Developed a journal for users to log and track reviews of their previous days using Stacks & HashMaps
- Implemented a save system using the Local Storage API to secure and recall data

Sandy Smash Showdown

- Created a beach volleyball inspired semi top down video game with pickable game modes in Unity
- Incorporated AI friendly and enemy NPC athletes to enhance player's experience

EXTRACURRICULAR ACTIVITIES

IEEE Robotics Club

Member

- Curated 3D models of team's robot as well as additional assets for annual IEEE Southeast Conference
- Simulated fireworks using Python in PyCharm in a team for a subsection of a competition

Work Aid

Tutor

- Provide classroom support to teachers, enhancing student understanding of Mathematics through interactive lessons
- Offer weekly recitation hours, delivering personalized math tutoring and guidance to students seeking additional help

CERTIFICATIONS AND AWARDS

Unity Certified Associate: Game Developer

Pariveda Career Accelerator Scholar