

# TYSON THOMAS

Atlanta, GA • tysonmthomas@gmail.com • 404-205-6748 • [Portfolio](#) • [GitHub](#) • [LinkedIn](#)

## EDUCATION

---

### Bethune-Cookman University

B.S. Computer Science, Mathematics Minor  
Presidential Scholar

May 2025

Daytona Beach, FL  
3.85 GPA

## SKILLS

---

**Technical:** Visual Studio, Android Studio, MySQL, Eclipse, .NET, React, Anaconda, Spyder Unity, Unreal Engine, Blender

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

## EXPERIENCE

---

### Software Engineer Intern

May 2024 - August 2024

Air Force Research Laboratory

Rome, NY

- Engineered modular system components in **Unity/C#** to expand feature capabilities by **60%**, increasing system complexity and flexibility.
- Streamlined and implemented dynamic **UI** components using **C#** and **.NET**, enhancing reusability and reducing iteration time by streamlining navigation flows.
- Developed and deployed a custom client-server architecture supporting real-time data synchronization across distributed systems; utilized **Git** for collaborative version control and continuous integration.
- Conducted usability testing sessions with end users (Air Force personnel), iterating on system behavior and interface design based on actionable feedback.

### Cryptography Research Intern

May 2023 - August 2023

University of South Florida

Tampa, FL

- Investigated the Kyber cryptosystem, applying advanced math techniques to understand and replicate post-quantum encryption methods using **Python** and **C**.
- Utilized **Git** and **GitHub** for **version control** and collaboration, analyzing open-source cryptographic libraries (e.g., SHA-256) to integrate and compare various **Java** encryption algorithms.
- Experimented with AI-driven replication of cryptographic functions, exploring one-shot and multi-shot **machine learning** approaches to validate cryptographic primitives.

## PROJECTS

---

### Reflection Journal

- Built a Reflection Journal app with **React.js**, **HTML**, **CSS**, and **JavaScript**, allowing users to record up to 10 daily logs by selecting an emotion from a dropdown, assigning a rating, and adding reflections.
- Integrated **LocalStorage**, **Web Storage**, and **REST APIs** to preserve user entries and sync data across sessions, and implemented dynamic **UI** chart visualizations to give users a clearer overview of their emotional trends over time.

### Crisis Aid

- Curated a live natural disaster tracking platform using **NOAA's API**, dynamically updating a world map with real-time disaster data to provide users with critical alerts and location-based visual UI insights.
- Integrated **AI-driven** donation recommendations to connect impacted individuals with potential donors, optimizing relief efforts by analyzing disaster severity, affected population density, and historical donation trends.

### Astropick

- Designed a **3D** survival game in **Unity** using **C#**, with wave-based enemies, power-ups, and a scoring system.
- Led a 5-person team during a 48-hour game jam to implement engaging **gameplay logic** and **UI design**.

## EXTRACURRICULAR ACTIVITIES

---

IEEE Robotics Club, National Society of Black Engineers, Mathematics Tutor, ColorStack

## CERTIFICATIONS AND AWARDS

---

Pariveda Career Accelerator Scholar

Unity Certified Associate: Game Developer