

TYSON THOMAS

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PROFESSIONAL SUMMARY

Determined student pursuing a Bachelor's Degree in Computer Science and Minor in Math. I am an experienced programmer, problem-solver, and Unity Certified Associate. Searching for Computer Science and related opportunities to demonstrate my creativity and skill set to solve complex problems.

EDUCATION

BETHUNE-COOKMAN UNIVERSITY

B.S. Computer Science

Presidential Scholar

3.83 GPA

Daytona Beach, FL

May, 2025

SKILLS

Technical: Visual Studio, Unity, Eclipse, React, Tableau, Blender

Languages: Java, C#, JavaScript, SQL, HTML, CSS

Relevant Coursework: Data Structures, Software Engineering, Computer Networks & Communication, Object Oriented Design, Databases, Computer Organization & Assembly, 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 and techniques
- Designed and imported custom 3D animations 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 athletes to enhance player's experience

EXTRACURRICULAR ACTIVITIES

- Member of University's IEEE Robotics Club
- Tutor and Student Aid

INTERESTS

Programming | Game Design | Animating | 3D Modeling | Photography | Teaching | Volunteering