

TYSON THOMAS

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EDUCATION

Bethune-Cookman University

B.S. Computer Science, Mathematics Minor
Presidential Scholar

May 2025

Daytona Beach, FL
3.83 GPA

SKILLS

Technical: Unity, Unreal Engine, Visual Studio, Git, Android Studio, .NET, Blender, Eclipse, MySQL, React, Tableau

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

EXPERIENCE

Gameplay Programmer Intern

May 2024 - August 2024

Air Force Research Laboratory

Rome, NY

- Drove a 60% expansion of the offensive arsenal by developing key attack systems in Unity, boosting strategic depth and enhancing overall gameplay variety.
- Streamlined UI development through modular menu and sub-menu designs in C#, reducing iteration time and improving user flow.
- Optimized collaboration through Git for version control and implementing a custom client-server architecture, enabling real-time data exchange among players.
- Elevated user engagement by conducting playtests with Air Force personnel, iterating on gameplay mechanics and UI elements based on direct 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.
- Utilized Git and GitHub for version control and collaboration, analyzing open-source cryptographic libraries (e.g., SHA-256) to integrate and compare various encryption algorithms.
- Experimented with AI-driven replication of cryptographic functions, exploring one-shot and multi-shot machine learning approaches to validate cryptographic primitives.

PROJECTS

Brawler's Paradise

- Developed a robust third-person fighting game in Unity (C#) featuring six distinct fighting styles and over 120 custom animations, delivering fluid, authentic combat with realistic and researched stats.
- Implemented extensive customization and accessibility, including full controller support, a fighter creator with 20,000+ possible combinations, and a versatile options menu for UI, HUD, and gameplay settings.
- Curated all 3D assets and animations in Blender and integrated them into Unity, resulting in a comprehensive save system to track stats and creations, and over 10,000 lines of code for smooth, scalable gameplay.

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 the LocalStorage API to preserve entries between sessions and implemented dynamic chart visualizations, giving users a clearer overview of their emotional trends over time.

EXTRACURRICULAR ACTIVITIES

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

CERTIFICATIONS AND AWARDS

Unity Certified Associate: Game Developer

Pariveda Career Accelerator Scholar