

Stephen Thoma

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EDUCATION

UNIVERSITY OF COLORADO

BS IN COMPUTER SCIENCE

May 2016 | Boulder, CO

College of Engineering

Engineering Honors Program

FAYETTEVILLE HIGH SCHOOL

Grad. May 2012 | Fayetteville, AR

Graduated with Honors

SKILLS

PROGRAMMING

Experienced:

Javascript / Node • Python • GoLang

HTML5 • CSS3 • Java • Shell • C#

Familiar:

R • D3.js • Scala • iOS • MySQL

SOFTWARE

Vim • Blender • QGIS

Photoshop • Illustrator • Lightroom

COURSEWORK

Geospatial Data Analysis

Natural Language Processing

Physical Computing

Human Centered Design

Principals of Programming Languages

Database Systems

Cognitive Science

LINKS

Github:// [sthoma](#)

LinkedIn:// [stephenthoma](#)

Facebook:// [stephen.thoma](#)

INTERESTS

Creating tools that make your life easier: from an analytics dashboard in your browser to a utility in your terminal. I'm excited about natural language processing, data visualization, and human-computer interaction. I like to spend my free time outdoors— you can always find me rock climbing, taking photos, or crushing singletrack.

EXPERIENCE

AUGUR SOFTWARE ENGINEER

Dec 2016 - Present | Denver, CO

- Architected and implemented high throughput systems designed to link every device in the world to its owner, with 100% certainty, using online reinforcement learning systems.

BOOZ ALLEN HAMILTON SOFTWARE ENGINEER

Aug 2016 - Dec 2016 | Denver, CO

- Worked on an Agile team within the Strategic Innovation Group's Digital crosscut. Researched and implemented development and operations best practices for large scale microservice-based web applications.

HUMAN DESIGN SOFTWARE ENGINEER INTERN

May 2015 - Aug 2015 | Boulder, CO

- Designed and developed responsive websites that met client needs using modern web technologies including Mithril.js, Node.js, CoffeeScript, and Jade.

AIRWORX CINEMA PARTNER

Jan 2012 - Present | Boulder, CO

- We design and use innovative cable camera systems that let us capture footage from unique perspectives.
- Filmed projects for clients including: The North Face, Red Bull, and Clif Bar.

LOUDER THAN ELEVEN SOFTWARE DEVELOPER

May 2014 - May 2015 | Boulder, CO

- Developed a viewing platform for use in live broadcasts used by more than five thousand concurrent users.

PROJECTS

GRAMHAMMER Mar 2015 - Present

- A content discovery service built with an Angular-Flask stack (incl. MongoDB and Celery), for Instagram that provides a novel approach to exploring Instagram's high-quality, but undiscovered, media.

WHITEBARK PINE RESEARCH Feb 2015- Apr 2015

- Worked with the NPS Greater Yellowstone Network Office to determine areas where whitebark pines would face the least drought stress - increasing their capacity to survive mountain pine beetle attacks.

MUSICAL TILES Jan 2015 - May 2015

- Used computer vision fiducial markers to locate tiles on a table. Then input this data into a Max MSP patch to assign the tile a note and location in a modified step sequencer. The resulting harmony was played through computer speakers.