

Evan Thomas

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EDUCATION

Georgia Institute of Technology Aug. 2023 – May 2027
Bachelor of Science in Computer Science (AI/HCI Concentration), GPA: 3.74 Atlanta, GA

EXPERIENCE

Undergraduate Research Assistant (Software Team Lead, DevOps) Sep. 2025 – Present
Sign Language Games Lab @ Georgia Tech Atlanta, GA

- Directed a 7-member SWE team through a full release cycle to ship an internal build of PopSignAI (Unity-based Android/iOS app), while coordinating efforts across UI/UX teams and lab leadership.
- Maintained codebase integrity by managing code merges and driving refactoring initiatives, while providing hands-on development support to unblock team members.
- Designed and maintained CI/CD pipelines through GitHub Actions for mobile development, and automated building, testing, and deployment to TestFlight and local servers using Bash, Python & Docker.

Software Developer Sep. 2025 – Present
Georgia Tech E-Sports Organization Atlanta, GA

- Implemented custom verification middleware using FastAPI (Python) to enforce secure route authentication and improve debugging with automated request traceability.
- Developed an interactive, character-driven FAQ chat interface in TypeScript for the organization's Hackathon web platform.
- Operated under an Agile Scrum framework, ensuring codebase stability through unit tests, linting, and pull request reviews.

Part-Time iOS Software Developer Intern Sep. 2025 – Mar. 2026
MindMunch Atlanta, GA

- Developed and maintained user-facing features with SwiftUI for over 80% of core user flows for the iOS client.
- Architected a scalable mobile backend utilizing Supabase and integrated the Stripe API, enabling secure payment processing and robust user data management.
- Optimized data queries by implementing local data caching in Swift, reducing server requests by 20%.

Web Developer & Administrative Assistant July 2024 – Dec. 2025
Hands On Early Education School Valley Stream, NY

- Created a React (TypeScript & Node.js) and MySQL portal to automate certificate generation for 20+ staff.
- Designed & built a WordPress site with custom JavaScript components, increasing SEO click-rate by 300%.
- Managed digital booking and operational flows and facilitated 30+ daily client-organization communications.

PROJECTS

In The Loop | *TypeScript, Machine Learning, XR/MR, UI/UX Design, Git* Apr. 2026

- Developed an immersive Mixed Reality application that teaches the user how to knit using 3D interactive graphics.
- Trained a MobileNetV2 computer vision model on a custom dataset to accurately validate physical knitting gestures in real-time.
- Won Best Overall Project and #2 in the Snapchat Spectacles track at the 2026 ImmerseGT Hackathon.

UnderPressure | *TypeScript, Swift, WebSockets, UI/UX Design, Git* Feb. 2026

- Rapidly prototyped and develop a TypeScript-based web game, implementing WebSocket communication with iOS to dynamically scale difficulty.
- Used Presage SDK to measure real-time heart rate via iPhone camera, feeding data through a custom stress-level algorithm.
- Integrated Google Gemini LLM API calls for live, game-state based feedback.
- Won the Sponsored Presage Technologies track at Hacklytics 2026.

Kinect Photos | *.NET, C#, WPF, Dapper, SQLite, Kinect SDK 1.8 for Windows, Git* May 2025 – Aug. 2025

- Programmed a full-stack .NET WPF desktop application that relied on custom physical gesture controls to navigate.
- Designed and implemented SQLite database schema to manage users, photo albums, and image metadata.

SpotiSummary | *Java, Android SDK, Firebase, Spotify API, Gradle, Git* Feb. 2024 – Apr. 2024

- Built a full-stack Android application using Java, integrating with Spotify RESTful API to analyze and visualize user listening data, in collaboration with four other Georgia Tech students.
- Implemented Firebase Authentication and Firestore to manage user accounts and implement a social networking component to connect with friends and compare music preferences.
- Incorporated AI capabilities using LangChain4J to generate personalized content based on user music preferences.

TECHNICAL SKILLS

Languages: JavaScript/TypeScript, Python, Swift, C#, Bash, Java, Kotlin, SQL, HTML/CSS

Frameworks: FastAPI, React, Node.js, SwiftUI, .NET, WPF, Flask, WordPress, Jetpack Compose, JUnit, Material-UI

Tools & DevOps: Git, CI/CD, GitHub Actions, Docker, Unity, Jira, Supabase, Firebase

AI/ML Concepts: Computer Vision, Model Training & Deployment, Natural Language Processing (NLP)