Thomas Payton

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Education

Iowa State University — Ames, IA

Bachelor of Science in Software Engineering, Minor in Cyber Security — *Aug. 2021 – May 2025*

- GPA: 3.75/4.0 (Dean's List all semesters)

Experience

Splunk — June 2025 – Present

Software Engineer — *Chicago, IL (Remote)*

- Developed an internal Python tool leveraging AI to automate UI string translation, eliminating reliance on a third-party vendor and projected to save **$50,000** annually
- Modernized Dashboard Studio by migrating legacy Backbone.js pages to React, reducing technical debt and improving codebase maintainability
- Collaborated on a public-facing framework enabling customers to build custom visualizations in Dashboard Studio, a capability previously unavailable in the newer platform
- Served on-call rotation, triaging and resolving **2** production incidents within hours by backporting fixes and guiding Technical Support Engineers through customer-specific deployments

Splunk — May 2024 – Aug. 2024

Software Engineer Intern — *Boulder, CO*

- Designed and shipped a highly-requested React feature for Splunk's core dashboard product, directly addressing user feedback to simplify UX
- Coordinated changes and deployment across three separate repositories and teams, ensuring successful integration and live production across **17,000** unique dashboards

John Deere — May 2023 – Aug. 2023

Software Engineer Intern — *Moline, IL*

- Enhanced website accessibility for **240,000** customers by implementing Java Spring API endpoints and a new React feature
- Reduced runtime errors and improved deployment reliability by migrating outdated React component tests to TypeScript

Projects

Shots | *Swift, Go, go-chi, PostgreSQL, AWS, iOS* — Aug. 2023 – Mar. 2024

- Designed the complete iOS frontend in Swift and engineered the majority of a Go/go-chi REST API backend with a PostgreSQL database hosted on AWS, shipping to the App Store (**shots.dating**)
- Engineered a location-aware matching algorithm using iOS Core Location to surface candidates ranked by proximity, user preferences, profile attributes, and interaction history
- Architected the app's core "Shoot Your Shot" anonymous comment system with a limited weekly reveal mechanic, enabling personality-driven connections over purely appearance-based matching
- Built a content moderation system to automatically detect and filter hateful and bullying comments before posting, ensuring platform safety

Live AI Trivia Solver | *Python, GPT-4, Google's Gemini Vision, OpenCV, PyTesseract* — Feb. 2024

- Spearheaded the development of a trivia answer automation tool for the mobile app TapTap Live, integrating OCR, AI models including GPT-4, and selective screen scanning techniques (**thopay.dev/blog/trivia**)
- Engineered a request flow utilizing Google's Gemini Vision for image-based questions and OpenAI's GPT-4-Turbo for text analysis, improving answer accuracy based on recent events and visual cues
- Achieved a reduction in answer time to approximately **3.5** seconds by implementing a scanning method using OpenCV, tailored for real-time trivia questions, achieving **97%** accuracy across games

Technical Skills

Languages: Java, JavaScript, TypeScript, Python, Swift, Go, C/C++, HTML/CSS
Frameworks and Libraries: Spring, Next.js, React, React Native, Node.js, Express.js, Flask, go-chi
Developer Tools: GitHub, GitLab, Visual Studio Code, Figma, Postman, MongoDB, Amazon Web Services (S3), Vercel, Render