Eric Thomas

239 E 300 N #104 · Provo, UT 84606 (480) 688-9505 · eht23@byu.edu · ericthomas.io

RESEARCH EXPERIENCE

BYU AI-Business Strategy Group

May 2023 – Present

Lead Research Assistant - Advised by Dr. C. Archibald

Provo, UT

- Create an economic simulator from scratch in C++
- Apply reinforcement learning to discover market entry/exit strategies in a simulated economy
- Serve as lead author on *Artificial Intelligence for Market Entry Strategies* (working paper)

BYU Idea Labs Apr 2024 – Aug 2024

Research Assistant – Advised by Dr. D. Grimsman

Provo, UT

- Explored multi-agent systems with Price-of-Anarchy guarantees greater than one-half
- Wrote Python scripts for generating multi-agent games and calculating Price-of-Anarchy
- Conducted a thorough, organized literature review on K-Implementation

RESEARCH INTERESTS

• Robotics, reinforcement learning, computational economics, multi-agent systems

EDUCATION

Brigham Young University

Provo, UT

Master of Science, Computer Science

Sep 2025 – Present

Thesis: Robust Skill Estimation in Continuous-action Domains

Bachelor of Science, Computer Science (Machine Learning) Bachelor of Science, Economics

Dec 2024

Dec 2024

- GPA: 4.00/4.00
- Minors: Mathematics, Business

INDUSTRY AND VOLUNTEER EXPERIENCE

Cúratus Apr 2022 – Present

Back-end Engineer – Level 1

Provo, UT

- Create a machine learning model to accurately parse full names
- Write programs in C++ to extract, transform, and load large, complex data sets
- Automate the company billing process, including generating clean, organized invoices

The Church of Jesus Christ of Latter-day Saints

Sep 2018 – Mar 2020

Volunteer Representative

São Paulo, Brazil

- Led and trained 175+ full-time volunteers
- Served for 68+ hours/week for 18 months, contacting over 7,000 people
- Taught weekly ESL classes

PERSONAL

- U.S. citizen; clearance-eligible
- Valedictorian, Mesa Mountain View High School (Class of 2018)
- Fluent in Portuguese; proficient in Spanish
- Avid runner, soccer player, and skier