Sanethia Thomas Ph.D.

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EDUCATION

Doctor of Philosophy in Computer Information & Science & Engineering
> University of Florida, Gainesville, FL, 2019
> User Experience | Human Centered Computing | Athlete Development
> PAADS Certified (Professional Athlete Development Specialist)
> Advisor: Juan E. Gilbert PhD

Master of Science in Youth Development Leadership
> Clemson University, Clemson, SC, 2013
> Phi Kappa Phi Graduate top 10% of graduate students

Bachelor of Business Administration - Information Technology
> University of Texas, El Paso, TX, 2002
> Athletic Scholar | U.S. Women's Basketball International Team

RESEARCH EXPERIENCE

Graduate Research Assistant, University of Florida, 2014-Present
- Mixed Methods Researcher
- Converted dissertation research to a startup company.
- Developed mobile application for athlete life skills in careers, mental wellness and financial literacy.
- Natural Language Interfaces. Developed an embodied conversational agent based on a culturally relevant pedagogy for student athletes.
- Technology Development for Tech Startups.
- Demonstrated the Brain Drone Race for National Science Foundation Day.
- Customized an avatar of a digital game on Human Papillomavirus for college males.
- Organized STEM Educational youth programs such as Tech Edge, MIT App Inventor and CodeIt Day that taught middle school and high school students concepts of computer science.
- Web development in HTML and CSS, and Open Source Development on GitHub for Prime III: An accessible voting machine.
- Conducted user experience studies, focus groups & Android app development through an Agile Scrum Methodology to develop mobile apps in Java and Python
- Mentored undergraduates.

Interaction Design, University of Florida 2014
- Designed and evaluated an interactive mobile interface for Grooveshark.
- Designed and evaluated a mobile app interface for parking needs at the University of Florida.

Youth Summer Scholars Program Clemson, SC 2014
- Lead for a program that introduced computer science concepts to 38 students in the context of game design. The program focused on conceptual thinking activities, taught drag and drop programming, and assisted with teaching Arduino programming.

Friends of Collette, Clemson, SC 2014
- Created wireframes of a social media application for special needs population.

Integrating App Inventor 2 into a Middle School *Clemson, SC* 2014
- Designed and evaluated instructional resources for teachers and students to integrate mobile app design into the middle school curriculum for 158 students.

Youth Tech Edge Program, *Clemson, SC* 2014
- Program Lead of a after school program that taught 18 middle and high school students how to code, design, and evaluate technology.
- Trained a participatory design team of university, middle and high school students focused on design and evaluation of educational technologies.
- Coordinated data collection, interviewed students, conducted code walk-through, and coordinated a final showcase.

INDUSTRY EXPERIENCE

Founder and CEO, Second Shot, Gainesville, FL 2008
- Converted dissertation research to a startup company.
- Developed a mobile application for athletes life skills in career, mental wellness and financial literacy.

UX Researcher Intel, *Hillsboro, OR* 2015
- Project lead for end user testing and UX research of technology solutions across various system platforms.
- Performed heuristic evaluations and system usability test.

Teacher Prince William County School, *Woodbridge, VA,* 2011-2013
- Taught math and science for 9th and 10th grade.
- Taught and mentored students with various learning types.

Teacher Envision EMI, *Vienna, VA* 2011
- Provided program support for high quality educational experiences for High School Scholars attending Congressional Leadership Development Conferences, by leading, training and developing Program Coordinators.

Founder and CEO Score High Coach, *Alexandria, VA, 2010 - present*
- Facilitate Leadership Development, SAT/GED and academic sessions.
- Develop curriculum for youth with behavioral issues and intellectual issues.

Senior Consultant/ Program Manager RobbinsGioia**,** *Alexandria, VA,* 2007-2011
- Program Manager for Strategic Planning, Human Capital and Change Management Plans for Homeland Security, U.S. Customs and Border Protection (CBP) & Secure Border Initiative (SBI).
- Collaborated with 10 components serving over 4000 employees.

Data Capacity Manager America Online (AOL), *Dulles, VA, March 2002-2007*
- Performed project management and project analysis in Human Resource and Data Management
- Supported projects for over 1000 end users.

TECHNICAL SKILLS

Programming:	Agile Software Development, NLP, HTML, CSS, Java, Python, SQL, Cloud Computing
Data Statistics:	SPSS, R, Google Analytics, A
User Experience:	UX, Interaction Design, Prototyping, Wireframing, Storyboards, Task Analysis, Survey Design Personas, Usability Testing, Heuristic Evaluations

FUNDING

1. Thomas, S. V., **National Science Foundation Graduate Research Fellowship**. NSF 8/2014 – 8/2018. $138,000

2. Thomas, S. V., **Delores A. Auzenne Dissertation Fellowship**. University of Florida Graduate School. 8/2018. $9,000

3. Thomas, S. V., **National GEM Consortium Fellowship**. 8/2015. $16,000.

4. Thomas, S. V., **S-STEM Grant** 8/2014-8/2015. $10,000.

PEER-REVIEWED JOURNAL PUBLICATIONS

1. Darville, G., Anderson- Lewis, C., Stellefson, M., Lee, Y., MacInnes, J., Pigg, R.M., Gilbert, J., and Thomas, S. (2018). **Customization of Avatars in a HPV Digital Gaming Intervention for College-Age Males: An Experimental Study**, *Simulation & Gaming*, 49(5), 515- 537. doi: 10.1177/1046878118799472

2. Thomas, S. V., & Gilbert, J. E. (2016). **Integrating Technology to Enhance Athlete Development: A Literature Review.** *Journal of Higher Education Athletics and Innovation*, *1*(1), 73–84.

PEER –REVIEWED CONFERENCE PROCEEDINGS

1. Thomas, S. V., Jones, J. N., Gardner-McCune, C., & Gilbert, J. E. (2017). **Empowering Middle Schools Students through an Intergenerational Partnership. In American Society for Engineering Education** (Ed.), *ASEE Zone II Conference of the American Society for Engineering Education* (p. 91). San Juan, Puerto Rico.

2. Thomas, S. V., & Gilbert, J. E. (2017). **African American Student Football Players Educational Career Path Tool**. *Center for Culturally Responsive Evaluation and Assessment (CREA)* p. 36. Chicago, Illinois.

3. Thomas, S. V., & Gilbert, J. E. (2016). **Merging Human Factors in Sports and Education to Increase College Access** Applied Human Factors and Ergonomics (AHFE). Orlando, Florida.

4. Thomas, S.V., & Gardner-McCune, C. (2015). **Using Social Media to Teach Students How to Code.** In Association for the Advancement of Computing in Education (Ed.), *E-Learn: World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education* (pp. 1975–1980). Kona, HI.

5. Moon, D., Solomon, A., Thomas, S. V., Taylor, N., & Gilbert, J. E. (2014). **Special Connections: A Social Media Website for Teaching Social Skills to Youth with**

Disabilities. In *Association for the Advancement of Computing in Education: AACE E-Learn*. New Orleans, Louisiana.

6. Gardner-McCune, C., Thomas, S. V., Hayes, T., Lakshmanan, R., Sen, S., Vargas, P., & L., K. (2014). **Integrating App Inventor 2 into a Middle School Cross Disciplinary Project.** In *MIT App Inventor Summit*. Boston, MA: Massachusetts Institute of Technology.

7. Thomas, S. V., & Gardner-McCune, C. (2013). **Supplemental Education Takes One Higher: The Right Answers to the SAT Test.** National. In *National Youth at Risk Conference.* Savannah, Georgia.

NON PEER- REVIEWED PUBLICATIONS

1. Thomas, S. V. (2016, August). **Enhancing Athlete Development using Technologies.** *Athlete Development Research Digest.*

PRESENTATIONS

1. Thomas S. V. & Gilbert, J. E. (2019). I AM PRO: An Intelligent Career Exploration Tool for Athletes Understanding Interventions, March 2019 Baltimore Maryland

2. Thomas, S. V. & Gilbert, J. E. (2018). **An Educational Career Building Tool designed for Athletes.** International Conference of Urban Education. November 2018 Nassau, Bahamas

3. Thomas, S. V. (2018) **Athlete Development and Technology Merge using a Human Centered Computing Approach**. Professional Association of Athlete Development Specialist. Daytona Beach, FL. *(Top Presenter Award)*

4. Thomas, S. V. (2018) **Finding and Funding Graduate School**. National Society of Blacks in Computing. New Orleans, LA.

5. Thomas, S. V. (2017) **You Have the Answer! Innovating Solutions to Society's Problems through a Human Centered Approach**. Louis Stokes Alliance for Minority Participation. Des Monies, IA.

6. Darville G., Anderson – Lewis, C., Stellefson, M., Lee, Y., MacInnes, J., Pigg, R. M., Gilbert, J.E., & Thomas, S. (November 5th – 8th, 2017). **Customization of Avatars in a Digital Gaming Intervention – An Experimental Study**. Abstract accepted for presentation at the 145th APHA Annual Meeting & Exposition – Atlanta, GA.

7. Gardner-McCune, C., Thomas, S. V., Hayes, T., Lakshmanan, R., Sen, S., Vargas, P., & L., K. (2014). **Integrating App Inventor 2 into a Middle School Cross Disciplinary Project.** In *MIT App Inventor Summit*. Boston, MA: Massachusetts Institute of Technology.

8. Thomas, S. V., & Gardner-McCune, C. (2014). **Python Game Design for children: Games and Programming Resources.** *Focus on Creative Inquiry*. Clemson, South Carolina.

PATENT/LICENSING

1. Thomas, S.V., Gilbert, J. E. (2018) I AM PRO. A Virtual Peer Educational & Career Counselor for Student Athletes

2. Thomas, S. V., Kashyap, A. (2015) Affective User Feedback Tool

CERTIFICATIONS

2017 **Certified Professional Association of Athlete Development Specialists**

2011 **Professional Facilitation-Distinguished Graduate, Effective Facilitation**

2009 **Organization Change Management Strategist, Procsi**

2008 **Acquisition 101 Defense Acquisition University**

2008 **Performance Institute Human Capital Planning for Government Agencies**

2007 **Capability Maturity Model Integration v1.2 Process Improvement, Carnegie Mellon**

2007 **Project Management Professional**

2006 **Business Objects; Desktop and Web Intelligence**

2002 **Office of Personnel Management Training**

HONORS AND AWARDS

2019 **Student Travel Award for the National Academy of Inventors**

2019 **Regional Award for National Center of Women and Information Technology**

2018 **Professional Association of Athlete Development Specialist Top Presenter**

2016 **Beta Eta Sigma Honor Society**

2016 **Golden Key International Honor Society**

2015 **National Science Foundation (NSF) Graduate Research Fellowship**

2015 **Richard Tapia Celebration of Diversity in Computing Scholarship**

2014 **Gem Fellowship**

2014 **National Science Foundation Human-Centered Computing Fellowship**

2014 **Anita Borg Institute Grace Hopper Celebration of Women in Computing**

2014 **Honor Society.org**

2013 **Phi Kappa Phi Honor Society**

2013 **Anderson County AIM Scholarship**

2012 **University of Texas El Paso Athletic/Academic Full Scholarship**

MEMBERSHIPS

Association for Computing Machinery (ACM)

IEEE Computer Society

American Society for Engineering Education (ASEE)

American Education Research Association (AERA)

Women Leaders in College Sports

North American Society for Sport Management (NASSM)

Professional Association of Athlete Development Specialists (PAADS)

Student Leadership Advisory Board-College of Engineering

Graduate Student Advisory Council, Treasurer

ACM SIG Computer Science Education

Black Graduate Student Organization (BGSO)

National Society of Black Engineers (NSBE)

Women in Science and Engineering (WISE)

Phi Kappa Phi Honors Society

Project Management Professional (PMP)

Toastmasters

Impact Leadership Institute

SERVICE/OUTREACH

2014-Present	**Mentor for undergraduate computer science students**
2011- Present	**CEO of nonprofit organization Score High Coach: A College Readiness Program**
2014-2017	***ACE Student and Mentoring***
2015	**Poster Judge for Florida Regional Junior Science and Humanities Symposium**
2013-2015	**CodeIT Day**
2013-2014	**Founder of the Upstate Spelling Bee: A competition for middle school scholars**
2010-2013	**Youth Minister**
2004-2013	**ACTS, Community Collaboration *Volunteer***

2002-2013	**Community Development Corp.,** *Youth*
2008-2009	**St. Croix Community in Unity**
2005	**March of Dimes,** *Volunteer*
2004	**Breast Cancer March,** *Participant*