Thomas Campbell

Software Engineer, Game Designer, Artist

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Education

George Mason University - Fairfax, VA   *Expected 2022/2023*
     Major: B.S. Applied Computer Science Game Design
     Minor: Software Engineering

First Colonial High School - **Legal Studies Academy -** Virginia Beach, VA   *Graduated: June 14, 2018*
     High School Advanced Diploma - Legal Studies Advanced Diploma
     Completion of a Capstone Project

Relevant Employment

Undergraduate Research Assistant - **GMU/ Commonwealth Cyber Institute**   *Nov 2021 - Current*
     Undergraduate position as a research assistant for the MVSF (Mason Vulnerability Scoring Framework) project at GMU doing **Full Stack Web Development** and assisting in writing and reviewing scientific papers for the project. Frontend done using **Javascript** and **React** with the backend running on **Python** and **Flask**.

Undergraduate Teaching Assistant - **George Mason University**   *Jan - May 2020, Dec 2021 - Current*
     Served as an Undergraduate Teaching Assistant for classes in: **Object-Oriented Programming**, **Software Engineering**, and **Database Concepts**. Worked to help ease the transition to the online environment and solve any problems arising with students and their understanding of the coursework. Reviewed and assisted in the creation of assignments for students. Held office hours, graded papers, responded to student questions, and worked with co-workers to produce a strong learning environment.

IT Specialist - **Mid-Atlantic Surveying and Land Design**   *Dec 2020 - Aug 2021*
     Handled day to day computer and software issues. Set up an office-wide system of monitors to display information from a single computer. Developed **InvenPro** (Shown in Projects Section) to alleviate some inventory issues and allow dynamic creation of inventory items and management of items in the system.

Projects

Discord Bot - *Personal*
     Solo Project. Built an **Asynchronous** bot written in **Python** for Discord. Capabilities include: creating persistent lists of quotes by each user and the ability to have the bot return a random quote, persistent economy system for each member allowing for mock investments and payments, and a suite of random functions using various python libraries.

B.E.V.I. (Bird's Eye View Instantly) - *George Mason University*
     Served as **UI/UX Designer and Programmer**, **Artist**, **Front End Dev**, and assisted in **Back End** for "B.E.V.I." Originally created as a class project for CS 321 (Software Engineering), BEVI is a map making program built using **Unity 2D** and **C#**. BEVI focuses on the ability of the user to store informational data for each added feature on their map. Downloadable releases can be found through the GitHub link or Personal Website link in the header.

InvenPro - *Mid-Atlantic Surveying and Land Design*
     Solo Project. Created and continued to develop an inventory management program called "InvenPro", a full standalone program to manage the inventory for Mid Atlantic Surveying and Land Design. Developed entirely in **Python** using various libraries and **Json** file I/O for **persistent storage**, InvenPro is capable of storing any items with any attributes, allowing full flexibility to the user. Currently in use by MAS-LD.

Skills

Programming Languages: Java, C, Python, JavaScript, C#, React.js, CSS, PHP, HTML, SQL
Programming Concepts: Object-Oriented Programming, Data Structures, Procedural Programming, Git
Game Design: Unity 2D, Unity 3D
3D Modelling/Art: **Blender 3D**, Maya, Adobe Suite, Substance Suite. *See Artstation Portfolio*