Thomas Landry

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Orange, CA

SOFTWARE ENGINEER/TECHNOLOGIST/COMPUTER SCIENTIST
linkedin.com/in/thomas-landry-b65081197/
github.com/DigitDaemon

<u>Certifications:</u> BS Computer Science
<u>Languages:</u> C#, Java, Python, SQL, PowerShell
<u>Utilities:</u> Git, Bash, JetBrains Rider, Trello, Google Drive, Visual Studio, Visual Studio Code, Photoshop, Windows CMD, Postgres, Apache Kafka, Docker (Beginner), Notion
<u>Soft Skills:</u> Teamwork, Communication, Leadership, Agile Development, Teaching, Counseling, User-facing interactions

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<u>Education History</u>

Cal Poly Pomona
Bachelor of Science Computer Science - Dec 2019
-Video Game Development Club
-Focus on <u>Algorithms</u> and <u>Artificial Intelligence</u>

Santiago Canyon College
Associate of Art Liberal Arts Math and Science - Jun 2016
-Associated Student Government, Senator of Technology
-Awarded ASG Most Dedicated

<u>Work Experience:</u>

Orange Unified School District/Technology Services; Apr 2021-Current
-Information Systems Specialist
I started as onsite technical support for school sites, providing general device support and site specific support. I received a promotion to Information Systems Specialist in April of 2023 and now work on district level systems support. As a team we manage all of the district supported applications and data systems to allow for rostering of school and classroom data, one-to-one digital learning, and state compliance and reporting. I have personally taken over administration of many of the Azure cloud services that we use to provision and manage our windows devices including conditional access, data security, device security, application management, group management and user profile support. I also do device remediation through deployment of powershell scripts and investigate device provisioning errors. I also rotate one day a week to cover phone support for our district's teachers and students where we troubleshoot and solve a wide breadth of issues.

Game Developers Conference; Mar 2022, Mar 2023
-Conference Associate

Country Kwik: Market and Deli; Mar 2018-Apr 2021
-Senior Store Keeper

Orange County BSA; Jun 2013-Aug 2018
-Area Director (Blacksmith/Handicraft/Shooting Sports)

<u>Professional Associations:</u>
Vigil Honor - BSA 2010 - Present
Computer Society - IEEE 2020 - Present

<u>Projects:</u>

TEST CLEANUP SCRIPT

github.com/DigitDaemon/Test-Cleanup-Script

A tool designed to automatically end processes that interfere with the CA state standardized testing browser

-Tested and deployed in real world environment

-Written in Powershell and packaged with ps2exe into an executable

-Built to be configured without needing to modify Powershell script

-Intended to use a single network hosted, .csv file to specify processes to target

-Published as FAOS software under the GNUv3 license

TWITCH RCG (ROLE CHATTING GAME)

github.com/DigitDaemon/TwitchRCG_Role_Chatting_Game

A Dungeons & Dragons style, text game running through a Twitch.tv chat bot.

-Accessed Twitch.tv chat through it's IRC API

-Built a Postgres instance, implemented a schema, and used SQL learned through self-instruction to structure application queries

-Written in C# .NET Core

-Carefully filtered a training set of chat messages to create a categorization heuristic using ML.NET.

-Launched and configured a Kafka server for message passing between applications

-Gathered feedback from Twitch users and implemented improvements based on their suggestions

PROJECT SPADES

github.com/DigitDaemon/Project_Spades

A small game prototype built in Unity using primarily open source artistic assets and custom built scripting. -Team lead for the project

-Collaborated with teammates to produce initial design and set project goals

-Created a project timeline and set deadlines

-Assigned tasks and compiled documentation related to the project

-Wrote scripts in C# for Projectile Controller, Player Controller, Movement Controller and UI manager

-Modeled 3D game assets in Blender

-Produced Technical documentation, design documentation and task notes

Other projects of mine can be found at: github.com/DigitDaemon