

Thomas Landry

ThomasCLandry95@gmail.com

SOFTWARE ENGINEER/TECHNOLOGIST/COMPUTER SCIENTIST

714-928-2531

Orange, CA

Software Engineer passionate about Algorithms, Optimization and Artificial Intelligence, looking for challenges in a team focussed development environment.

Certifications: BS Computer Science

Languages: C#, Java, Python, SQL, PowerShell

Utilities: Git, Bash, JetBrains Rider, Trello, Google Drive, Visual Studio, Visual Studio Code, Photoshop, Windows CMD, Postgres, Apache Kafka, Docker (Beginner)

Soft Skills: Teamwork, Communication, Leadership, Agile Development, Teaching, Counseling, User-facing interactions

Projects:

TWITCH RCG (ROLE CHATTING GAME)

github.com/DigitDaemon/TwitchRCG_Role_Chating_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

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

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

Work Experience:

Technical Support Specialist

Orange Unified School District; Apr 2021-Current

As a Technical Support Specialist I assist educators and other staff at elementary, secondary and advanced special education programs. The job includes troubleshooting software and hardware issues in a diverse ecosystem and finding novel solutions to problems. It also requires assisting in piloting new technology and making recommendations to sites about needed technological updates and upgrades. In addition to what is required, I restarted the post-covid robotics club at an elementary school I supported for the 2021-2022 school year; I taught students the basics of Engineering and Computer Science. I also solved an issue caused by software deployment to staff computers interfering with students ability to take online tests. I built a powershell script, packaged as an executable file, that is extensible to cover future conflicting applications without needing to edit the script at all and designed to be maintainable even without continued support from myself.

Senior Store Keeper

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

While I was a senior store keeper my duties involved everyday tasks including stocking shelves, cashing out customers, receiving deliveries, preparing fresh food items and making sandwiches. I also took care of some of the managerial duties at the store: putting in orders with vendors, carrying keys to the office, doing cash reports and supporting other employees by training and evaluating their performance. I also dealt with customer relations, taking care of complaints and directly fixing customer problems.

Area Director (Blacksmith/Handicraft/Shooting Sports)

Orange County BSA; Jun 2013-Aug 2018

I worked at Schoepe Scout Reservation at Lost Valley each summer of 2013 through 2018 as an area director. I developed lesson plans, trained staff and supported them. I also taught scouts, youth program members and adults. For the final three years I directed the shooting sports program with two other directors and we ran the most successful program in the local area.

Education History

Cal Poly Pomona

Bachelor of Science Computer Science - Dec 2019

-Video Game Development Club

-Focus on Algorithms and Artificial Intelligence

Santiago Canyon College

Associate of Art Liberal Arts Math and Science - Jun 2016

-Associated Student Government, Senator of Technology

-Awarded ASG Most Dedicated

Professional Associations:

Vigil Honor - BSA 2010 - Present

Computer Society - IEEE 2020 - Present

Additional Links:

[linkedin.com/in/thomas-landry-b65081197/](https://www.linkedin.com/in/thomas-landry-b65081197/)

github.com/DigitDaemon