Tom Farro

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EDUCATION

WORCESTER POLYTECHNIC INSTITUTE (WPI) | GPA: 3.50 / 4.00
Expected May 2017 | Worcester, MA

- BS in Robotics Engineering with a Minor in Game Design
- Member of Rho Beta Epsilon (Robotics Honor Society)

PROJECT HIGHLIGHTS

HEIST NIGHT | Lead Programmer / Lead Designer
December 2015 - Present

- Built system to allow players to use mobile devices as controllers without needing to install a companion app.
- Developed C# Web Server to serve local players controller interface via browser at runtime.
- Designed a web API that allows the JavaScript controller to network with the C# server via WebSockets.
- Winner of "Best College Alpha" at Mass DiGI and Chosen to Showcase at Boston Festival of Indie Games.

POKETRON 5000: POKEMON AI | Programmer
March 2017

- Developed AI that plays Pokemon battles against humans using minimax evaluation techniques.
- Built a framework for interfacing with the Pokemon Showdown battle simulator website using NodeJS with WebSockets.

SUMMON ME SOMETHING | Programmer / Designer
January 2016 | Shipped October 2016

- Designed and implemented randomly-generated puzzle system.
- Showcased Game at WPI's 'Touch Tomorrow' program as well as PAX East 2017.
- Shipped product on Halloween of 2016 for commercial release.

WPI MAPPER | Developer Tools Programmer / Product Owner
October 2015

- Developed navigation algorithm to generate routes around campus based on map networks stored remotely on AWS.
- Designed developer tools that allowed multiple people to edit map server data without conflicts.
- Used Agile Scrum development techniques over 7 weeks with a team of 8 other students to achieve a releasable product.

TECHNICAL SKILLS

Languages
C# • C • Python • JavaScript • TypeScript • HTML5 • CSS3 • Java • SQL • RAPID

Tools and Utilities
Unity3D • Visual Studio • Git • SVN • Eclipse • Socket.io • jQuery • NodeJS • React • Linux • Asana • Trello

Hardware
Embedded Programming • Industrial Robotics • Soldering

RELEVANT WORK EXPERIENCE

LIBERTY MUTUAL | Technology Associate
September 2017 – Present | Dover, NH

- Redesigned in-house Information Warehouse Environment to provide a superior User Experience.
- Working to migrate legacy monolith code to portable, cloud-ready microservices.

ELECTRONIX ONLINE TUTOR | Contract Work
January 2016 – July 2016 | University of Memphis

- Worked to design mock-up interfaces for tutor program.
- Constructed webpage framework and coordinated with a geographically distributed team.