



Tom Farro

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PROJECTS

HEIST NIGHT | LEAD PROGRAMMER / PROJECT HEAD

Ongoing | Winner of "Best College Alpha" and Chosen to Showcase at BFIG

- Turn-based, local multiplayer stealth tactics game.
- Players scan on-screen QR code to use mobile devices as private game screens, without needing a companion app.
- Hosts local web content server at runtime to serve controllers.
- Features custom C#-to-JavaScript WebSocket networking using JSON API.

HOSPITAL LOBBY ASSISTANT ROBOT | PROGRAMMER / UI DEVELOPER

Ongoing

- Provides streamlined patient registration through on-board touchscreen UI, then assigns a room, alerts a doctor and escorts the patient there.
- Features robust custom infrastructure that connects browser-based UI to the back-end ROS Python nodes.

GALDOR: VR FORTUNE TELLER | PROGRAMMER / DESIGNER

Fall 2016

- Seated Virtual Reality experience built for the GearVR.
- Features custom-built input system that parses head nods or head shakes as input, instead of requiring the user to press any buttons.

SUMMON ME SOMETHING | PROGRAMMER

Winter 2016

- Randomly-generated object to adjective association puzzles for two players.
- Showcased at WPI's 'Touch Tomorrow' program for children to play.
- Went from idea to fully featured product in 48 hours for the Global Game Jam.

WPI MAPPER | DEVELOPER TOOLS PROGRAMMER / PROJECT MANAGER

Fall 2015

- Calculated A* routes around campus based on map networks stored remotely.
- Featured developer tools that allowed multiple people to edit map server data without conflicts.
- Built with a randomly assigned team of 8 other students, using Java and Agile development techniques in 7 weeks.

ROBOTIC FIREFIGHTER | MECHANICAL DESIGNER / PROGRAMMER

Spring 2015

- Autonomously navigated randomized mazes to locate and extinguish a fire.
- On-board odometry equipment tracked and reported robot and fire position.
- Designed, programmed in C, and built in 7 weeks.

WORK EXPERIENCE

CONTRACT WORK | ELECTRONIX ONLINE TUTOR

January 2016 – July 2016 | University of Memphis

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

EMAGINATION COMPUTER CAMPS | TECHNOLOGY COUNSELOR

June 2014 – Aug 2014 | Waltham, MA

- Taught technical skills to children aged 7 to 17 in daily classes, including programming and game design.

SKILLS

SOFTWARE

Languages:

C# • C • Python • JavaScript
HTML5 • CSS3 • Java
Ruby • SQL • RAPID

Tools and Utilities:

Unity3D • Visual Studio • Git
ROS • Linux • RobotStudio
Asana • Trello

HARDWARE

Soldering • Arudino
Mechanical Analysis
Circuit Analysis

ACCOLADES

- 2013 - 2016 | **Dean's List** from Undergrad Admissions
- 2016 | **Best College Alpha** from MassDiGI Game Design Challenge
- 2016 | **Chosen to Showcase** at Boston Festival of Indie Games

EDUCATION

WORCESTER POLYTECHNIC INSTITUTE (WPI)

BS in Robotics Engineering
Minor in Game Design
Expected May 2017 | GPA: 3.50

COURSEWORK

COMPUTER SCIENCE

Object Oriented Design
Software Engineering
Artificial Intelligence
Webware

GAME DESIGN

Game Design Process
Storytelling in Interactive Media
Novel Controllers and Interfaces
Social Issues in Interactive Media

ROBOTICS

Digital Circuit Design
Static and Dynamic Systems
Robotic Sensing and Navigation
Industrial Robotics
Controls Engineering
Embedded Systems