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

PROJECTS

HEIST NIGHT | Lead Programmer / Project Head
December 2015 - Present | Winner of "Best College Alpha" and Chosen to Showcase at BFIG
- Built system to allow players to use their 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 custom C#-to-JavaScript networking API using JSON and WebSockets.

HOSPITAL LOBBY ASSISTANT ROBOT | Programmer / UI Developer
September 2016 - Present
- Conducted user studies to determine strengths and weaknesses of various UI iterations.
- Developed robust custom infrastructure that connects browser-based UI to the back-end ROS Python nodes.

GALDOR: VR FORTUNE TELLER | Programmer / Designer
October 2016
- Designed a Virtual Reality experience for the GearVR.
- Engineered input system that uses quaternions to parse head nods or head shakes as intuitive input.

WPI MAPPER | Developer Tools Programmer / Product Owner
October 2015
- Developed navigation algorithm to generate routes around campus based on map networks stored remotely.
- 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 • HTML5 • CSS3 • Java • Ruby • SQL • RAPID

Tools and Utilities
Unity3D • Visual Studio • Git • Socket.io • jQuery • NodeJS • ROS • Linux • RobotStudio • Asana • Trello

Hardware
Soldering • Arudino • Mechanical Analysis • Circuit Analysis

WORK EXPERIENCE

LEGO | Brick Specialist
June 2015 – Present | West Nyack, NY
- Delivering exceptional customer service.
- Running periodic store events to help foster building skills in children.

CONTRACT WORK | Electronix Online Tutor
January 2016 – July 2016 | University of Memphis
- Worked to 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.