

# Thomas Joel

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## Education

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### University of California, San Diego

Expected June 2024

B.S. in Computer Science

GPA: 3.572

- Coursework: Algorithm Design, Advanced Data Structures, Software Engineering, Computer Architecture, Operating Systems, Computer Security, Database Analytics

## Experience

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### UCSD Esports Player

Sept 2020 – June 2023

University of California, San Diego – La Jolla, CA

- Assisted in the scheduling of 55 practice games with other collegiate and amateur teams.
- Guided the review of past games and practice sessions to refine team coordination and individual skill.
- Achieved placement among the top 16 in League of Legends CLOL tournament consisting of 535 teams.

### Election Poll Worker

March 2020

County of San Diego – San Diego, CA

- Managed the assembly and disassembly of equipment, including tables, voting stalls, and digital kiosks.
- Oversaw the collection of mail-in ballots, ensuring the appropriate signatures and markings were present on the envelope.
- Oversaw the transfer and submission of all ballots to the County of San Diego after closure.

## Projects

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### izzatommy.site

Aug 2023 – Sept 2023

- Created a responsive **HTML** website for portfolio display using the **Bootstrap** framework.
- Applied **mobile-first** design philosophy for streamlined development and accessibility for all devices.
- Incorporated custom **CSS** and **SASS** stylings to create a unique aesthetic.
- Implemented server-side **Git Hooks** to detect and automatically deploy pushes to the repository.

### CSE 135 Website

Apr 2023 – June 2023

- Prepared an **Apache** Web Server with the full **LAMP** stack.
- Created an **HTML** website for displaying work for a school course on database analytics.
- Utilized **JavaScript** for responsible data collection timing performance and user activity.
- Developed a **REST API** using **Node.js** to communicate with a backend built of **MySQL**.
- Designed data charts and tables to provide complete and insightful user performance metrics.

### RoommateHub

Oct 2022 – Dec 2022

- Worked in a **scrum** team to develop a web app for organizing household responsibilities.
- Designed end-to-end and unit tests on all app functions using **Puppeteer** and **Jest**.
- Deployed **CI/CD** pipeline with **GitHub Actions** to automate tests and style checking.
- Organized weekly standups, sprint goals, retrospectives, and scrum boards.

## Skills

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**Languages:** Java, Python, C, JavaScript, HTML, CSS

**Frameworks and Libraries:** Node.js, Bootstrap

**Tools:** Git, Linux