Thomas Joel

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# Education

**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

# Projects

**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.

**PC Fan Visualizer** July 2023 – Oct 2023

* Outlined a wireframe diagram for displaying critical GPU information in an easy-to-view format.
* Designed an interactive and informative GUI on fan speed data using **CPP**.
* Utilized NVIDIA’s **NVAPI** to access GPU metrics such as clock speed and fan speed.

**CSE 135 Website** Apr 2023 – June 2023

* 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 on **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.

**Infographic Maker** July 2022 – Oct 2023

* Developed a **Python** GUI program to customize and create infographics for Genshin Impact.
* Created an informative and compact infographic design with familiar elements of the game’s design.
* Utilized the **BeautifulSoup4** package to scrape the Genshin Impact wiki for image assets.

# Skills

**Languages:** Java, Python, C, JavaScript, HTML, CSS **Frameworks and Libraries:** Node.js, Bootstrap **Tools:** Git, Linux