Thomas Joel

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Education

University of California, San Diego   Expected June 2024
B.S. in Computer Science   GPA: 3.609
- Coursework: Algorithm Design, Data Structures, Software Engineering, Computer Architecture, Operating Systems, Computer Security, Database Principles & Analytics, Web Client Languages.

Experience

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 in the top 16 in the League of Legends CLOL tournament consisting of 535 teams.

Election Poll Worker   March 2020
County of San Diego – San Diego, CA
- Executed the assembly and disassembly of equipment, including tables, voting stalls, and digital kiosks.
- Managed 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

thomasjoel.site / izzatommy.site   Aug 2023 – Sept 2023
- Created a responsive website for portfolio display using **Bootstrap** and native web technologies.
- Utilized semantic **HTML** and **W3C**-recommended practices for network, device, and user accessibility.
- Applied a **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.
- Utilized **JavaScript** for responsible data collection on 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 a **CI/CD** pipeline with **GitHub Actions** to automate tests and style checking.
- Organized weekly standups, sprint goals, retrospectives, and scrum boards.

Skills

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