# Education

Thomas Joel

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**University of California, San Diego** June 2024

B.S. in Computer Science GPA: 3.661

* Coursework: Software Engineering, Data Structures, Algorithm Design, Computer Architecture, Operating Systems, Web Client Languages, Database Principles & Analytics, Machine Learning.

# Experience

**UCSD Esports Team Captain** Sept 2020 – June 2023 University of California, San Diego – San Diego, 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 top 16 in the official League of Legends collegiate tournament consisting of 535 teams.

**Election Poll Worker** March 2020, ’24

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** 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 and appealing aesthetic.
* Implemented server-side **Git Hooks** to detect and automatically deploy repository pushes.

**User Interactivity Analytics** 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 application 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, React **Tools:** Git, Linux