Thomas McDonald   ThomasMcDonald1998@Gmail.com   (253) 722-3627

Gonzaga University, Spokane, WA
Bachelor of Science: Computer Science, GPA: 3.0   *Graduation*: May 2020

TECHNICAL SKILLS AND PROJECTS:

Experienced in: Java, Python, JavaScript, C++, C, HTML, CSS, React JS, ES6, SQL, Git, Redux, Node, GoLang, Kotlin
Android Studio, Haskell, Ruby, Linux, Windows, Mac, Microsoft Office

- Invented an app using Java, Firebase, and Maps SDK to allow students to discover events that offer free food.
- Designed a database using SQL queries to store and manipulate an attendance system used by my fraternity.
- Developed a terminal based chat system using GoLang to demonstrate concurrency and the use of channels.
- Traversed the Minix Operating System and created new drivers to manipulate and add native keyboard functions.
- Created a prototype for a social media Android app to learn Android Studio and mobile app design.
- Programmed an Othello game in Python that uses alpha beta pruning to compete against a user.

Gonzaga University Senior Design Project   September 2019 – Present

- Leading the development of a basketball crowd audio simulator that utilizes Tensorflow, Keras, and Python to detect attempted shots in real time and output corresponding audio scenarios.

WORK EXPERIENCE:

Technology Intern   May 2019 – August 2019
Kroger, Portland, OR

- Independently developed and shipped code to Kroger's website using React JS, Redux and Node.
- Implemented several mobile-first user interface designs to improve readability and user experience.
- Revamped cross browser testing strategies which identified a bug that was causing a 15% crash rate.
- Combined various order types into a shared component to reduced code redundancy and improve readability.
- Adapted an existing code base to work with a new data model while ensuring backwards compatibility.
- Utilized Scrum tools such as Jira, Confluence, GitLab, and Teams to organize group efforts and to collaborate with external teams in varying time zones.

Co-Founder
Adventure Game Works, Spokane, WA   September 2018 – August 2019

- Created a web application using React, Bootstrap, and Node that allows customers to personalize their purchased games.
- Designed and tested a game manager user interface to ensure readability and improve the user experience.
- Successfully utilized game manager to run and test a trial game at Gonzaga University campus with 20 participants.
- Placed 2nd in both the North West Entrepreneur Competition and the Dempsey Startup Competition.

Software Development Intern
Softechnologies, Spokane, WA   June 2018 – August 2018

- Created a detailed proposal for a client's project that was approved and used as a guideline throughout development.
- Developed a back end using MySQL and Amazon Web Services to store data and provide services for a mobile app.
- Provided technical support and customer service to new users and trained nurses for the EASE application.
- Took initiative and reached out to the company to create their first paid intern position.

SERVICE, LEADERSHIP & INVOLVEMENT:

Vice President, Kappa Sigma Fraternity, Spokane, WA   April 2018 – Present

- Leads a chapter composed of around 100 undergraduates and collaborates with an Executive Committee to oversee various committees and to manage short-term and long-term planning.
- Created an attendance/involvement system which noticeably improved accountability and attendance in the fraternity and has been adopted by chapters at other schools because of its success.

College of Engineering Senator, Gonzaga Student Body Association, Spokane, WA   August 2018 – May 2019

- Approved/denied legislation spanning from budget to amendment proposals.
- Communicated with students, teachers, and faculty to provide transparency and represent a broad spectrum of opinions.
- Collaborated with an academic committee to improve learning, teaching and communications for the entire student body.
- Aided a temporary Dean of Engineering as we interviewed for a qualified candidate to permanently fill the position.