Thomas Braun
Software Engineer

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https://www.thomasbraun.org/

Experience

RBC Capital Markets, New York, NY

Technology Summer Analyst   June 2017- August 2017

Developed chatbot with functionality for traders
Worked with OpenNLP, Java, Spring, AWS, and
various REST based API's

Nokia (Bell Labs), New Providence, NJ

Software Engineer / Animator   Jan 2016 - August 2016

Develop various uses for a motion tracking algorithm
Designed multiple applications to demonstrate these uses
Worked in C++, Autodesk Maya, and OpenCV

Jet.com, Hoboken, NJ

Winter QA Intern   Dec 2016 - Jan 2017

Provided Quality Assurance checks for the site
Push new products onto site

Education

Stevens Institute of Technology
Hoboken, NJ

Expected Graduation May 2019

GPA: 3.5

M.S. Computer Science
B.A. in Visual Arts and Technology

Extracurricular

Alpha Phi Omega Service Fraternity
Computer and Console Gaming Society
Stevens Game Development Club

Languages

C++ , C, Java, JavaScript, Python

Tools / Library's

Linux
OpenGL
OpenCV
Amazon Web Services (AWS)
OpenNLP
Git
Maven
3D Animation Software (Maya, Cinema 4D)
Unity

Projects

Rush Hour Jr Solver
Implemented two solutions to solve the Rush
Hour board game. One uses Iterative
Deepening Depth First Search, other uses A* .

Sudoku Belief Propogation
Implements a belief propogation algorithm to
solve sudoku boards.

Finance Chatbot
Uses OpenNLP to recognize user intents.
Queries the internet for data about the
Markets and other relevant info.

2D Graphics Library
Implemented methods for a 2D graphics
pipeline. Includes polygon drawing,
line drawing, and polygon clipping.