

Thomas Braun

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<https://tbraun0.github.io/>

908-868-3328

Education

Stevens Institute of Technology

Hoboken, NJ | Graduation May 2019

GPA: 3.5

Master of Science, Computer Science

Deans List of Distinguished Students

Edwin A. Stevens Scholarship

Coursework

Artificial Intelligence • Data Structures • Algorithms • Unix Systems Programming • Introduction to Programming in Python • Computer Graphics Programming • Discrete Math • Linear Algebra • Calculus • Web Programming

Skills

Languages | Proficient

C • C++ • Java • Python

Languages | Familiar

C# • JavaScript

Frameworks and Tools

Git • OpenGL • OpenNLP • OpenCV •

MySQL • Docker • JUnit • ReactJS

General

Linux • Agile Software Development •

Unity • Amazon Web Services •

Maven • Eclipse

Projects

Crypto Currency Exchange

Creating a Crypto Currency exchange.

Developed with Electron, ReactJS, HTML, CSS, and JavaScript.

Rush Hour Jr

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

Sudoku Belief Propagation

Implements a belief propagation algorithm to solve easy to medium level Sudoku boards.

Experience

RBC Capital Markets | Software Engineer Intern

New York, NY | June 2017 - August 2017

- Created a ChatBot to provide trading desks with an easier way to perform daily tasks.
- The bot is written in Java, uses OpenNLP, Spring, Amazon Web Services, and various REST API's.
- Functionality covers querying the Internet for market data and news, analyzing the queried market data, as well as reading / writing to internal Salesforce database.

Nokia (Bell Labs) | Software Engineer Intern

New Providence, NJ | January 2016 - August 2016

- Developed applications that make use of an internal motion tracking algorithm.
- Created a game where two teams compete to create more force to break an egg, and an interactive virtual fish tank, where fish respond to your movement.
- Projects displayed at the Liberty Science Center.
- Applications were written in C++ using OpenCV, and assets were made in Autodesk Maya.

Jet | Winter QA Intern

Hoboken, NJ | Dev 2016 - Jan 2017

- Provided Quality Assurance checks for the site, using Jet's internal tools.
- Pushed new products onto the site from Excel spreadsheets.
- Ensured top quality User Experience