THOMAS WILES

A passionate and motivated developer currently focused on enhancing skills in front end development and web design, with a keen eye for detail and desire to constantly learn and engage with equally determined people.

CONTACT

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[Personal Website](#)

[React Website (In progress)](#)

SKILLS

- JavaScript
- HTML5
- CSS3
- C#
- .NET Framework
- AJAX
- JQuery
- PHP
- React.js
- Java
- Python
- Node.js
- D3.js
- SQL
- Object Oriented Design
- Agile/Scrum
- GitHub
- JIRA
- UI/UX
- Debugging
- Full-Stack Development
- CI/CD
- REST APIs
- Data Visualization
- Team Leadership

EMPLOYMENT

Software Engineer at Aries Systems/Elsevier (June 2019 – April 2021)

- Key contributor on Agile team for implementation and ownership of 8 new feature requests from parent company.
- Developed full stack software in C#, HTML/CSS, JavaScript, and SQL
- Used AJAX, JQuery for front end API calls, C#, .NET for middleware and SQL for back end.
- Created documentation and debugged both internal and production bugs.
- Assisted team of 5 in transition from waterfall to Agile methodology and GitHub source control.

Instructor and Lead Health Coordinator at iD Tech Camps (June – July 2018)

- Directed classes involving C, python, AI, and game development to students ages 8-18.
- Supervised students and staff members to ensure health and safety protocols were met.

IT Intern at Valet Living (June – August 2017)

- Assisted in system administration tasks and software updates.
- Implemented Facebook messenger bot to streamline employee help and FAQs.

PROJECTS

For a complete list of projects, please visit my [website's projects page](#).

[Personal Portfolio website](#) using React and Node.js (Present)

- Self-learning React workflow and web design for personal fulfillment.
- Using react-router-dom for multi-page functionality.
- Styled-components library for CSS of components.

Procedural Generation of Game Levels Using Human Design Patterns (2018)

- Created algorithm to learn from hand crafted user design and generate 2D game levels for any type of game within the GVGAI competition.
- Placed in top three CS projects for WPI's 2018 showcase.
- https://digitalcommons.wpi.edu/mqp-all/2197/

EDUCATION

Worcester Polytechnic Institute (2015 – 2019)

- Bachelor of Science – Computer Science
- Major Qualifying Project (listed in Projects section above)
- Co-lead of software engineering team project to create a multi-level hospital navigation application.
- Developed citation research website for Data Visualization course, assisting students in finding credible sources for search terms.
- Created interactable heat-map representation using D3.js of most popular US fast food chains for Data Science course.