

# Thomas Blaauw Barbosa

## Software Engineer

Los Angeles, CA  
Phone: (818) 306-6834  
Email: [thblaauw@gmail.com](mailto:thblaauw@gmail.com)  
GitHub: [github.com/thblaauw](https://github.com/thblaauw)  
Website: [thblaauw.github.io](https://thblaauw.github.io)

## Skills

- Proficient in: C/C++, Java, JavaScript, Python, C#.
- Intermediate in: Kotlin, SQL.
- Advanced knowledge in: Unity3D, Visual Studio, Git/Github, Amazon Web Services (AWS), Microsoft Azure, Django framework, Databases.
- Familiar with: Agile/SCRUM, Artificial Intelligence, Game Development, Software Development Life Cycle.

## Education

### California State Polytechnic University, Pomona

*Bachelors of Science in Computer Science.*

Grad: Fall 2020

GPA: 3.74 / 4.00

- Relevant Coursework: Software Engineering, Design and Analysis of Algorithms, Computer Architecture, Operating Systems, Parallel Processing, Mobile Programming (Android), Statistics for Computer Engineers, Compilers and Interpreters, Advanced Data Structures, Game Development.
- Technical Skills: C/C++, Java, Kotlin, Python, Django framework, framework development (write, debug and deploy), integration testing, RDBMS databases using MySQL (focus on Azure and AWS), Android programming, Linux development, web development, parallel programming, distributed systems.

## Experience

### Fidgety Boys Studio

*Software Engineer - Gameplay programmer (Unity3D and C#)*

November 2020 - Present

- One shipped title, The Adventures of Chicken Biscuit, a mobile casual game for Android.
- Designed and implemented collision detection, enemy behavior, projectile detection, player movement, and UI.
- Team leader of a group of 3 programmers. Help direct weekly runs and focus development and morale.
- Worked with Unity3D's components and built-in classes, such as MonoBehaviour and BoxCollider.

## Projects

### Food Delivery Service - Python (Django framework)

*Software Engineering class project - [Link](#)*

January 2020 - May 2020

- Goal: Create a food delivery system that would compete with GrubHub and Postmates. The service was built using the Django framework and entirely built on Python and HTML + CSS. We used Azure and AWS (EC2 instances and Databases) in this project to manage users/restaurants and hosting.
- Contribution: Project leader, the Yelp API integration and testing, database interface, software design and team leadership.

### City Building Game - Unity3D (C#)

*Senior Project - [Link](#)*

January 2020 - May 2020

- Goal: Create a city building game using Unity3D. The goal of the game was to allow the player to build their city to better suit the strategy they want to follow. The game is played against an artificial intelligence.
- Contribution: Project leader, lead gameplay programmer, game design.