Thomas Blaauw Barbosa

Software Engineer

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

Skills

- 6+ years of experience in C/C++
- 5+ years of experience in Java
- 3+ years of experience in Python 3
- 3+ years of experience in JavaScript

- Experience OpenGL
- Computer graphics programming
- Azure and AWS
- Strong linear algebra skills

- Agile/SCRUM
- Git/Github/Jira
- Web development (HTML5/CSS)
- Mobile development (Android/iOS)

Education

California State Polytechnic University, Pomona   Grad: Fall 2020
B.S. Computer Science.   GPA: 3.74

- 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, Calculus I, II, and III.
- 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.

Experience

Fidgety Boys Studio
Software Engineer – Gameplay programmer (Unity3D and C#)
May 2020 - Present

- Responsible for designing and implementing gameplay mechanics.
- Assist with game design.
- UI programming and design.
- Unity3D programming using C# and engine components.

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.
- Contribuition: project leader, the Yelp API integration and testing, the Database interface, software design and group coordination.

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 stragety they want to follow. The game is played against an artificial intelligence.
- Contribuition: project leader, lead gameplay programmer, game design.