

Thomas X Mei

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Background Summary

Recent graduate of San Francisco State University with great communication skills with experience working with AGILE in a team environment. Patient, flexible, punctual, energetic and a quick learner. Academic experience in Android and web development with group projects. Heavily interested in QA and Web development.

Work History

CrepeCone

Summer 2015

684 King Street

Cashier

Skills

-HTML/CSS, Sass, Bootstrap, Javascript, jQuery, C++, C#, mySQL(basic), Java, PHP

-GitHub, SVN, Android Studios, Unity3D, Git Bash/Unix(basic)

Projects

Android Development/Java

- In a group of seven, created an Android application with Android Studios
- Utilized AGILE methodology and the use of SCRUMS
- Github to manage project in local/remote repository

Game Development

- Created a 2D platformer game in C# using Unity3D

Web Development

- In a group of five designed and implemented a website using LAMP stack
- SVN as repository