

# Thomas X Mei

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<https://github.com/Thmei/Storage>

## 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

**Cashier** at **CrepeCone** as a summer part time job (Summer 2015)

## Skills

Programming Languages: C++, Java, C#, mySQL

Web Technologies: HTML, CSS, Sass, Javascript, jQuery, Bootstrap, React

Tools/Services: GitHub, SVN, Android Studios, Unity3D, GitBash, Unix

Software Development Methodologies: AGILE, SCRUM

## Projects

### Android Development/Java (SmartChef)

- Implemented and maintained code for Front End UI with Java and XML
- Organized and documented frequent SCRUM meetings
- Utilized external APIs (Yummly, Google Maps API, etc...)

### Game Development

- Design and created a 2D platforming game with game development fundamentals
- Attached scripts and animations to game objects for player control and enemy AI
- Frequent testing to fix/remove problems

### Web Development

- Implemented and maintained code for Front End UI navigation with LAMP stack
- Created/executed QA test plans for website functionality