Thomas Rooney

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EDUCATION

University of Minnesota Twin Cities - *B.S. Computer Science* GRADUATED: May 2021

- Upper Division Track: Software Engineering
- GPA: 3.388

TECHNICAL SUMMARY

GITHUB: https://github.com/ThomasJRooney
PORTFOLIO: https://tjr-portfolio.vercel.app/
PROGRAMMING LANGUAGES | *Java, JavaScript, HTML, CSS*
TECHNOLOGIES | *Postgres, Heroku, AWS, GitHub*

EXPERIENCE

Full Stack Engineer – *Minnecados Foundation* January 2022 – May 2022

- Volunteered as a cofounder of a nature regeneration non-profit aiming to rebuild earths decreasing topsoil
- Designed and implemented a fundraising application

Engineer – *Yurgosky Consulting* July 2021 – January 2022

- Developed software products and solutions for a multitude of non-profits and educational institutions
- Presented deliverables met to various clients
- Built person and event search functionality for a custom alumni portal

Software Engineer Intern – *Infinite Campus* June 2020 – May 2021

- Developed new activity registration product for various school districts throughout the United States
- Created hundreds of automated unit and integration tests to ensure product quality
- Automated inefficient system to bring value to tens of thousands of active users/customers
- Worked in collaboration with a remote agile team

Linux System Administrator – *University of Minnesota, College of Science and Engineering* July 2019 – May 2020

- Debugged the college's quota management system and rebuilt the API
- Developed automation scripts for increasing the efficiency of systems

Personal Growth Journal Web Application – *Personal Project*

- Designed, developed, tested, and deployed a system to track my goals, habits, and personal growth
- Live application: https://grojo.herokuapp.com/

Vote Aggregation System – *Software Engineering Class Project*

- Collaborated with a team utilizing agile methodology and object oriented design to build a voting system
- Implemented the appealing graphical user interface that connected to our backend system

Sorry! Artificial Intelligence Simulation – *Artificial Intelligence Class Project*

- Implemented the popular artificial intelligence algorithm Monte Carlo Tree Search to play the board game Sorry! in Java
- Wrote an original research paper based on the results of 10,000 simulated games
- Research paper: https://github.com/ThomasJRooney/SorryAISimulation/blob/main/AI_Research_Paper.pdf

Database Management System – *Java Class Project*

- Implemented a simple database management system to store and retrieve data

LEADERSHIP AND AWARDS

First Year Leadership Member – Perfect Attendance Award – *University of Minnesota* 2018

Varsity Hockey Captain –*Buffalo High School* 2015- 2017

LINKEDIN | https://www.linkedin.com/in/thomasjamesrooney/