

Thomas J. Rooney

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Projects:

- Productivity Journal Web Application:
 - A user friendly app that allows a user to set goals, track habits, and visualize the data of their personal growth in a simple and effective way
 - AWS EC2, MongoDB, Express, Node.js, Heroku, Chart.js, EJS
- Machine Learning Trading Robot:
 - A trading robot that makes calculated decisions based on the culmination of it's training data
 - MQL5
- Simple Database Management System:
 - A custom relational database with standard SQL commands
 - Java
- Discrete Event Simulation:
 - A Minneapolis bus route simulation in order to gather and synthesize data on the optimal amount of buses that should be running to maximize passenger miles per gallon and minimize average travel time
 - Java, Priority Queue
- Turtle Adventure Game:
 - An interactive adventure game utilizing a gui and object-oriented design
 - Python, Tk-inter module, Turtle Graphics

Education:

- University of Minnesota, College of Science and Engineering, 2017-2021
 - Computer Science
 - GPA: 3.45

Relevant Work Experience:

- Linux/Unix System Administrator, 2019
 - Automation of system wide tasks utilizing python and bash scripts

Relevant Links:

- Personal Website: <https://thomasjrooney.github.io>
- Productivity Journal: <https://grojo.herokuapp.com/>
- Github: <https://github.com/ThomasJRooney>

Activities/Honors:

- Two Year Captain of Varsity Hockey, 2015-2017
 - Organized and led the team through the completion of our season, enhancing a sense of team spirit and camaraderie
 - Developed effective communication skills resolving team conflicts and calming the locker room atmosphere during highly stressful and competitive games
 - Learned the values of unselfishness and teamwork being the leading point scorer in assists in the 2016-17 season
- Three Year All Academic team, Soccer and Hockey, 2014-2017
- Selected for First Year Leadership Group, Perfect Attendance Award, 2018