Thomas Skinner

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https://github.com/ThomasSkinner

Education

Expected B.S. in Computer Science *January 2020*
Senior taking final semester @ Rutgers University.

High School Diploma
Attended Bridgewater-Raritan High School.

Work Experience

Software Engineer Intern @ Susquehanna International Group *June 2018 - Aug 2018*

- Created robust and performant parsers for previously untapped market data feeds.
- Developed a data analyzation tool to help engineers interpret records of market data and to provide insights into market events. The tool is feature-rich and highly configurable. It includes a large selection of statistics and the option of either graphical or text output.
- Contributed to a large and performance critical c++ code base.

Computer Science Tutor *self-employed* June *2016 - Nov 2017*

- Mentored college level students with their programming abilities using online tools.

Technologies (non-exhaustive list)

Languages: Haskell, C++, Javascript, Python, SQL, C, Java, C#, Clojure, GLSL, x86, Typescript

Tools: Tensorflow, RxJs, AWS, Shadow-Cljs, GDB, OpenGL, CMake, Linux, Node, React, Postgres, Sqlite

Editors: Spacemacs, vim, visual studio

Projects

Applying reinforcement learning to trading *2019*
Project which includes Clojurescript, Javascript, NodeJS, Rxjs, Tensorflow.js, and machine learning to develop and use a policy for cryptocurrency trading.

C++ software renderer *2017*
Uses highly efficient SIMD vector instructions / optimized C++. I created the engine to learn about the feasibility of combining software occlusion culling with octree rendering.

Java and OpenGl graphics engine *2014*
Features real time lighting and shadows. Uses shadow volume algorithm to produce sharp and realistic shadows. Uses traditional meshing techniques for object rendering.