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THOMAS G. HEATWOLE

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EDUCATION

B.S. Computer Science **University of Virginia - Engineering** **Expected May 2019**

- In-major GPA: 3.9/4.0, Cumulative GPA: 3.5/4.0
- Relevant coursework: Algorithms, Computer Architecture, Program and Data Representation, Human-Computer Interaction, Theory of Computation, Software Development Methods, Discrete Mathematics

EXPERIENCE

Software Engineering Intern (Fall) **Tesla** **August 2017 - Present**

- Working on full-stack web engineering (JavaScript, PHP, SQL) for Tesla's *Digital Products* team.
- Implementing new software for Tesla customers regarding the release of Tesla *Model 3*.

Software Engineering Intern **AT&T Inc.** **June 2017 – August 2017**

- Integrated open-source hiring software into an existing project matching web application by implementing backend features with PHP, MySQL, and Oracle – over 1000 daily users.
- Designed and implemented a chatbot in Java for AT&T employees to increase workplace productivity.

Software Developer Intern **Center for Open Science** **May 2016 – August 2016**

- Created an open-source web application for research conferences using JavaScript (Ember.js) and Python (Django REST Framework) (https://osf.io/meetings) – over 1000 submissions in 2016.
- Participated in an Agile software development lifecycle with two-week code sprints, daily stand-up Scrum meetings, and Git for version control.

Teaching Assistant **University of Virginia (CS Dept.)** **January 2016 – May 2017**

- Assisted professors with *Algorithms*, *Software Development Methods*, and *Discrete Mathematics*
- Graded exams and assignments, proctored weekly lab sections, and hosted weekly office hours to help students with algorithm design and analysis, object-oriented programming, Java, and C++.

PROJECTS AND EXTRACURRICULARS

Project Piscis (https://github.com/tomheatwole/Piscis) **August 2017 - Present**

- Advertising, developing infrastructure, and preparing to host an AI poker competition in February 2018.
- Designed and implemented a Java engine to run AI vs. AI poker matches between two submitted bots – compatible with AI bots written in multiple languages including Java and Python.
- Researching and developing a website that will display live poker hands and match results.

TBTN Hackathon at UVA – Best Way Back (https://github.com/tomheatwole/bestwayback) **April 2017**

- Created *Best Way Back*, a JavaScript web application integrated with the Google Maps API which uses government-issued crime data to calculate the safest walking route to a given location.
- Won awards for "*Best Overall Hack"* and "*Best User Experience Hack".*

March Madness Web App (https://abinpc-aac43.firebaseapp.com) **January 2017 – March 2017**

- Solely developed a JavaScript web application which allows users to enter picks, view picks, and view scoring for the NCAA March Madness tournament.
- Designed an improved scoring algorithm which awards more points for correctly picking upsets.

EmberFire Find Query Add-on (https://github.com/tomheatwole/ember-emberfire-find-query) **January 2017**

- Researched, designed, and implemented a solution for a deprecated feature of EmberFire which allows users to search with multiple parameters in the same database query.
- Published an open-source add-on to node package manager (npm) – 200 downloads within first week.

President **Virginia Poker Association** **April 2016 – Present**

- Founded the University of Virginia's first poker club and gained over 50 active members after one semester though advertising and recruiting
- Oversee management of budget, schedule, monthly tournaments, and charity poker events.