

Thomas Pedberezna
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tompmed.com
Available: **January-June 2017**

Education

Northeastern University, Boston, MA Sept. 2014 - Present
College of Computer and Information Science **GPA: 3.87/4.0**
Candidate for a Bachelor of Computer Science, Concentration in Cyber Operations, 2019
N.U.in Greece Study Abroad Program, Thessaloniki, Greece
Anatolia College of Thessaloniki
Related Courses: Algorithms and Data, Computer Systems, Object-Oriented Design, Discrete Structures,
Software Development, Logic and Computation, Database Design, and Linear Algebra
Honors: Dean's List
Activities: Track and Field

Branford High School, Branford, CT Aug. 2010 - June 2014
Related Courses: Advance Placement (AP) Calculus, AP Physics, Advance Game Design **GPA: 4.1/4.0**
Honors: High Honors, National Honors Society
Activities: Track and Field, Baseball, Physics Club

Computer Knowledge

Languages: Node, JavaScript, Java, HTML, SASS, Python, Lisp, Familiar with: C++
Systems: Windows XP/7/8/10, Linux, Android, Mac OS, iOS, Android
Software: IntelliJ, Electron, Cordova, Unity 3D, Android Studio, Git, GitHub, Blender, JUnit
Other: Built arcade machine, built multiple computers

Related Work Experience

Analytical Graphics Inc, Exton, PA Jan. - June 2016
Software Developer Co-op

- Closed 34 issues for [Cesium](#) which included adding new features and improving existing code
- Utilized GitHub's API to create repository backups and let users save and share [Sandcastle](#) code samples
- Crafted code samples and blog post using the latest JavaScript frameworks to stimulate the Cesium community

Projects

KleenSlate In development
Developer/Designer

- Designing layout and functionality for a to-do list
- Implementing website using HTML, CSS, PHP, jQuery, Javascript
- Learning PHP and jQuery along with database design

Miscord In development
Designer/Developer

- Strengthened Git and GitHub skills using Travis CI and Amazon Web Services
- Developed a bot for Discord using a Node.js wrapper for the Discord REST API
- Implemented design patterns including callbacks, Promises

Music Editor Oct. 2015 - Dec. 2015
Programmer

- Developed a music interpreter in Java using MIDI and Swing
- Implemented the model view controller design pattern
- Utilized mock objects in JUnit for unit testing

Interests

Skateboarding, exercise, astronomy, hiking, deep learning, technology news, game development

References Available Upon Request