Thomas Pedbereznak

500 Parker St., Boston, MA 02115
(203) 915 - 9085 • pedbereznak.t@husky.neu.edu
tomped.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, Scheme, Python, Racket, HTML, CSS, Familiar with: C
Systems:	Windows XP/7/8/10, Linux, Android, Mac OS, iOS, Android
Software:	IntelliJ, Electron, 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
- Contributed [numerous line of code](#) to the open source JavaScript library, Cesium, and peer code reviews
- Utilized GitHubs API to create repository backups and save code samples
- Crafted intricate code samples and blog post using the latest JavaScript frameworks

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 design patterns

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, and mocks for tests

Forbidden Island   June 2015 - July 2015
Programmer
- Honed Java skills while working in a team
- Developed a random terrain generation algorithm for the Island
- Implemented multiplayer functionality and multiple data structures

Interests

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

References Available Upon Request