Thomas Gebert

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An eccentric programmer who likes math and computer-science.

Education

Florida Sate University

Tallahassee, Florida

Mathematics

2010-2016

Experience

Vocational

Lockheed Martin

Orlando, Florida

May 2011 – August 2011

- Software Engineering Intern
- Wrote image processing softwarePorted software to ARM CPUs
- American Management Comi

Amerinational Management Services

Orlando, Florida

Web Developer

January 2012 - December 2012

- Wrote web applications in Flash and Coldfusion
- Wrote SQL scripts in SQL Server

Propulsion Labs

Dallas, Texas

Software Engineer

January 2013 - June 2013

- Wrote applications for iOS
- Created applications using PhoneGap and Cordova
- Wrote programs using JavaScript and KendoUI

Senico, LLC

Dallas, Texas

Software Engineer

June 2013 - April 2014

- Wrote web-application servers in Node.JS
- Created an MVC-compliant web-framework for KoaJS
- Wrote web-application frontends in Angular.JS
- Managed several projects

Sq1Application Developer

Dallas, Texas

May 2014 - February 2015

- Wrote web applications using Angular. JS and Node. JS.
- Wrote deployment scripts for web applications.
- Lead the developer for the Shell Gasoline revamped coupon portal.

New York University

New York, New York

Junior Research Scientist

March 2015 - Present

- Debug Angular.JS frontends.
- Debug Scala backends.
- Help write Haskell backends.

Computer skills

Haskell: Building a website

Node.JS: Wrote two MVC Frameworks

CoffeeScript: Makes Node tolerable. JavaScript: Needed for Angular.JS

Erlang: Working on a side project **Scala**: Currently debugging **Play Framework**: Currently debugging

Side Projects

Frameworkey: An MVC Framework for KoaJS

Frameworkey: Promise Edition: An MVC framework for Node.JS allowing for composable routes **Haskell Parallel Fizzbuzz**: An implementation of the classic "Fizzbuzz" in Haskell, running in-parallel.

HGOL: An implementation of Conway's Game of Life, written in Haskell.

References

Bobby Gammill Darren Green Will Nielsen

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