TOMER KRAYZMAN

✉ tomerkrayzman@gmail.com ☎ (443) 761-9851

👤 tomerkrayzman.com
 github.com/TomerKrayzman
in linkedin.com/in/tomer-k

Education

University of Maryland - College Park
- M.S. Computer Science — *May 2022*
- B. S. Computer Science and B. A. Chinese (GPA: 3.5/4.0) — *May 2021*

Experience

Capital One|*Software Engineering Intern* — *June 2020 - August 2020*
- Built a web portal from scratch functioning as a base of information for an internal hosting service operated by Capital One using Angular while improving site performance using Scully.io
- Constructed intake forms using the Angular CLI and connected the form to the Github Issues API to automate an existing onboarding process offered by an the hosting service
- Implemented CI/CD by creating unit tests for each new component added to the portal, managed and maintained test coverage by creating a pipeline using Jenkins and Jest

Capital One Tech Incubator|*Software Engineering Intern* — *February 2020 - May 2020*
- Created data visualizations for automatic annotations generated by a company-made NLP library by incorporating an external dependency visualizer and using ReactJS
- Implemented basic ML and NLP techniques to incorporate the library used into a front-end app

MITRE Corporation|*Software Engineering Intern* — *June 2019 - October 2019*
- Developed new features for a dependency mapping tool used to manage government resources using Vue.js in a team of 3 developers
- Created data visualizations using D3.js for the mapping tool and an internal government search engine and successfully integrated a newly updated company-made framework
- Developed small VR apps in Unity with the Oculus Rift and Oculus Software, created and optimized 3D models used for training simulations in Blender

Mitosis Games|*Game Designer* — *January 2019 - April 2019*
- Created new scripts for new game mechanics for the puzzle game, Magic Meadow, using C#
- Developed, simulated, and tested new levels added using an internal simulation program in Unity 3D

MITRE Corporation|*Software Engineering Intern* — *May 2018 - August 2018*
- Supported Space Situational Awareness applications and specification creation for government satellite ground systems using Java, MongoDB, and Gradle
- Developed a front-end web application to visualize satellite data with AngularJS

Projects

MIxed Reality Exploration Toolkit (MRET)|*Research and Development* — *December 2020 - Present*
- Researching ways to improve NASA's MRET, currently updating the UI and creating new tutorials in Unity using C# to enhance userability while collaborating with a team of 4 other students
- Modified and adapted the toolkit to allow for use by both the HTC Vive and the Oculus Rift

UMD Bitcamp|*Web Developer* — *November 2019 - Present*
- Built parts of the front-end for both the website and the sleeper website for Bitcamp 2020 sleeper website (bit.camp) using HTML/J avaScript/SASS(CSS), Bootstrap, and Material UI
- Developed a web app for administrators to go along with the website using React

Skills

- Proficient in Java, HTML/CSS/JavaScript, Node.js, Angular, Django, C#, SQL, MongoDB, Python, Ocaml
- Familiar with C++, Ruby, PHP
- Tools: AWS, Git, InVision, Adobe Photoshop/Illustrator, Unity 2D/3D, Linux OS, macOS
- Foreign Languages: Russian, Hebrew, English, Spanish, currently learning Chinese