

TOMER KRAYZMAN

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Education

University of Maryland - College Park

Graduation Date: May 2021

► B. S. Computer Science and B. A. Chinese

GPA: 3.5/4.0

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 internal 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 optimized 3D models used for training simulations in Blender

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

Mitosis Games | Game Designer

January 2019 - April 2019

- Developed and simulated new levels in a puzzle game using the Unity Engine, C#, and GitHub
- Collaborated with a team of 5 game designers and 3 programmers, used Git for version control

Projects

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/JavaScript/SASS(CSS), Bootstrap, and Material UI
- Developed a web app for administrators to go along with the website using React

EqualsEquals Hackathon | Web Developer

September 2018 - Present

- Worked on a team to develop components of the website using a student built NPM library called WebStatic as well as HTML/CSS/JavaScript
- Layed out the main design and structure for the website hackathon using InVision

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