

TOMER KRAYZMAN

✉ tomerkrazzman@gmail.com

📞 (443) 761-9851

🌐 tomerkrazzman.com
🐙 github.com/TomerKrazzman
🌐 linkedin.com/in/tomer-k

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 using Angular and Scully.io as a base for information for a cloud hosting service operated by Capital One, built intake forms for the service using the Angular CLI
- Worked with 3 other interns as well as 3 full-time employees, collaborated with the larger team by using Github for version control and JIRA to manage tasks
- Implemented CICD by implementing tests for each new component added to the portal, managed and maintained test coverage by creating a pipeline using Jenkins and Jest

MITRE Corporation | *Software Engineering Intern*

June 2019 - October 2019

- Developed new features for a dependency mapping tool used to manage government resources in a team of 3 developers using Vue.js
- 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
- Learned how to develop VR apps 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

Projects

UMD Bitcamp | *Web Developer*

September 2017 - Present

- Leading full redesign of UMD XR's (AR + VR) Club's website and assigning tasks to a team of 4 web developers. Using HTML/JavaScript/SASS(CSS), Bootstrap, and Koala to create the new website
- Developing back-end web apps with Django and MySQL

EqualsEquals | *Web Developer*

September 2018 - Present

- Helped develop the website equalsequalshackathon.github.io using HTML/CSS/Javascript and NodeJS
- Layed out the main design and structure for each page and currently maintain the website

Squirrel Speed | *Game Development*

December 2016 - March 2017

- Developed scripts, created assets, and developed animations for arcade-style space invader game in game using C# and Javascript in Unity 2D for the Maryland FBLA Competition
- Won 3rd place in the state, placed top 10 nationally

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
- Foreign Languages: Russian, Hebrew, English, Spanish, currently learning Chinese