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: 3.6/4.0*

Experience

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
▶ Restructured existing code-base to adhere to a company-made framework

Mitosis Games| *Game Designer*   *January 2019 - Present*
▶ Designing and testing new levels for the puzzle game, Magic Meadow
▶ Collaborating with a team of 5 game designers and 3 programmers - using Unity 3D, C#, and GitHub

University of Maryland | *CMSC131 Undergraduate Teaching Assistant*   *August 2018 - December 2018*
▶ Lead discussions and taught fundamentals of Java and programming to a class of 30+ students
▶ Assisted students during office hours by guiding them through projects and answered questions

Projects

UMD XR Club | *Web Development Lead*   *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

Redfish| *Game Development*   *September 2017 - Present*
▶ Developing a tournament-style game in Unity 2D with JS and C#, integrating multiplayer gameplay
▶ Created concept art + character design and animations

STEMpower Girls | *Full Stack Development and Programming Mentor*   *August 2016 - Present*
▶ Developed and deployed the website stempowergirls.org, maintenance done using AWS tools
▶ Taught programming lessons for the nonprofit's middle school program in Baltimore City

Squirrel Speed | *Game Development*   *December 2016 - March 2017*
▶ Programmed scripts, created assets, and developed animations for arcade-style space invader game in C# Unity 2D for Maryland FBLA Competition
▶ Won 3rd place in the state, placed top 10 nationally

Skills

▶ Proficient in Java, HTML/CSS/JavaScript, SASS, AngularJS, Django, C#, SQL, MongoDB, Python
▶ Familiar with C++, Ruby, PHP, Node.js
▶ Tools: AWS, Git, InVision, Adobe Photoshop/Illustrator, Unity
▶ Foreign Languages: Russian, Hebrew, English, Spanish, currently learning Chinese