

# TOMER KRAYZMAN

✉ tomerkrayzman@gmail.com

☎ (443) 761-9851

🌐 tomerkrayzman.com  
🐙 github.com/TomerKrayzman  
🌐 linkedin.com/in/tomer-k

## Education

**University of Maryland - College Park**

*Graduation Date: May 2021*

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

*GPA: 3.6/4.0*

## Experience

**MITRE Corporation | Software Engineering Intern**

*May 2018 - August 2018*

- ▶ Supported Space Situational Awareness applications and specification creation for government satellite ground systems
- ▶ Developed a front-end web application to visualize satellite data
- ▶ Restructured existing code-base to adhere to a company-made framework

**University of Maryland | CMSC131 Undergraduate Teaching Assistant**

*August 2018 - Present*

- ▶ Leading and teaching fundamentals of Java programming to a discussion section
- ▶ Assisting students during office hours by guiding them through projects and answering questions

**Mariner Finance | Software Engineering Intern**

*June 2016 - August 2016*

- ▶ Created a web app using ASP.net MVC 5 to keep track of conferences utilizing SQL Query commands
- ▶ Collaborated with a team of 5 software developers and designers to redesign the company's websites

## Projects

**UMD AR Club | Web Design and Development**

*September 2017 - Present*

- ▶ Led front-end redesign of AR Club's website. Preliminary design made in Invision, final design made with HTML/JS/CSS and SASS
- ▶ Developing back-end web apps with Django and MySQL

**Redfish | Game Development**

*September 2017 - Present*

- ▶ Developing a tournament-style game in Unity 2D with JavaScript and C#. Currently working on 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, and ranked 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
- ▶ Foreign Languages: Russian, Hebrew, English, Spanish, currently learning Chinese