

TOMER KRAYZMAN

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Education

University of Maryland - College Park

- ▶ M.S. Computer Science
- ▶ B. S. Computer Science and B. A. Chinese (GPA: 3.5/4.0)

May 2022

May 2021

Experience

MITRE Corporation | *Software Engineer*

July 2022 - Present

- ▶ Worked with a new experimental SDK for IVAS developed by Microsoft and developed apps with the new ability to display media and 3D models with Army AR headsets over realtime environments
- ▶ Created and optimized dynamic terrain and mesh generation of the Earth in Unity for a flight simulator. Developed flight controls for the simulator as well

MITRE Corporation | *Software Engineering Intern*

May 2021 - May 2022

- ▶ Developed an AR keyboard that is controlled by eye tracking sensors in the Hololens 2 using Unity, C#, and the Mixed Reality Toolkit (MRTK) alongside one other intern
- ▶ Enabled the program to grant the user the ability to type letters or premade words with only gaze/pupil movement and a physical 'select' button
- ▶ Demonstrated flexibility with changes made to workflow when working with the IVAS SDK as various development processes from within Unity, quickly adapted to maintain work proficiency
- ▶ Created workflows to get around aberrant device behaviors that turned out to be unique to that particular unit, verified workarounds with other team members

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

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

Projects and Research

Mixed Reality Exploration Toolkit (MRET) | *Research and Development*

December 2020 - May 2021

- ▶ Researching ways to improve NASA's MRET, currently updating the UI and creating new tutorials in Unity using C# to enhance usability 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 - August 2021

- ▶ 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 allow management of the hackathon using React

Skills

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