TOMER KRAYZMAN

✉ tomerkrayzman@gmail.com
☎ (443) 761-9851

👤 tomerkrayzman.com
github.com/TomerKrayzman
in linkedin.com/in/tomer-k

Education

University of Maryland - College Park   *Graduation Date: May 2021*
➤ B. S. Computer Science and B. A. Chinese   *GPA: 3.4/4.0*

Experience

MITRE Corporation| *Software Engineering Intern*   *June 2019 - Present*
➤ 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

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

University of Maryland | *CMSC131 Undergraduate Teaching Assistant*   *August 2018 - Present*
➤ Leading discussions and teaching fundamentals of Java and programming to a class of 30+ students
➤ Assisting students during office hours by guiding them through projects and answering 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

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*
➤ 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, OCaml
➤ Familiar with C++, Ruby, PHP, Node.js
➤ Tools: AWS, Git, InVision, Adobe Photoshop/Illustrator, Unity, Linux
➤ Foreign Languages: Russian, Hebrew, English, Spanish, currently learning Chinese