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: 3.5/4.0*

Experience

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

Capital One Tech Incubator|*Software Engineering Intern*** *February 2020 - May 2020*
- ► Created data visualizations for automatic annotations generated by a company-made NLP library by incorporating an external dependency visualizer and using ReactJS
- ► Implemented basic ML and NLP techniques to incorporate the library used into a front-end app

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
- ► Developed small VR apps in Unity 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*** *February 2019 - April 2019*
- ► Created new scripts for new game mechanics for the puzzle game, Magic Meadow, using C#
- ► Developed, simulated, and tested new levels added using an internal simulation program in Unity 3D

Projects

UMD Bitcamp|*Web Developer*** *November 2019 - Present*
- ► 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 along with the website using React

EqualsEquals Hackathon |*Web Developer*** *September 2018 - Present*
- ► Worked on a team to develop components of the website using a student built NPM library called WebStatic as well as HTML/CSS/JavaScript
- ► Layed out the main design and structure for the website hackathon using InVision

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