

TOMER KRAYZMAN

✉ tomerkrayzman@gmail.com

☎ (443) 761-9851

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

Education

University of Maryland - College Park

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

Graduation Date: May 2021

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 - 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

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