

# 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

- ▶ Developing a new mixed reality SDK for Army headsets in Unity with a focus on making having this version be more developer-friendly
- ▶ Responding to user-feedback to create new UI layouts and creating new features requested such as AR landmarks, a toggle for combat-mode, and a trackable AR compass
- ▶ Worked with a new experimental SDK developed by Microsoft and developed apps with a 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

### 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

### Army Research Lab ORAU Fellowship | *Research*

June 2021 - May 2022

- ▶ Researched ways to integrate Human AI Teaming (HAT) in Army IVAS headsets by improving battlespace visualization in AR. Used the Battlespace Visualization Interface (BVI)
- ▶ Created simulations to be later integrated into AR headsets using Python and TensorFlow
- ▶ Publications: Novel AI Decisions Aids for Decision Dynamics, Deception, and Game Theory  
The Future of Collaborative Human-Artificial Intelligence Decision-Making for Mission Planning

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

December 2020 - May 2021

- ▶ Researched ways to improve NASA's MRET, updated mixed reality UI and created 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

## Skills

- ▶ Proficient in Java, HTML/CSS/JavaScript, Angular, C#, SQL, MongoDB, C++, Python
- ▶ Python libraries: Tensorflow, scikit-learn, OpenCV, PyTorch, Cuda, CuPy
- ▶ Tools: AWS, Git, InVision, Adobe Photoshop/Illustrator, Unity 2D/3D, Linux OS, macOS
- ▶ Foreign Languages: Russian, Hebrew, English, Spanish, Chinese, currently learning Hmong