THOMAS SPORER

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EDUCATION

University of Michigan, College of Engineering   Ann Arbor, MI
Bachelor of Science in Computer Science   *Aug 2020 - May 2024 (Expected)*
- Relevant Coursework: Artificial Intelligence, Computer Science Theory, Cryptography, Computer Organization and Architecture, Data Structures and Algorithms, Modern Web Systems, Linear Algebra, Differential Equations

Morristown High School   Morristown, NJ
- Unweighted GPA: 4.0, Weighted GPA: 5.21/5.50, ACT Composite: 36   *Sep 2016 - June 2020*

SKILLS

Frontend Development: Javascript, HTML, CSS, React, Swift, Svelte
Backend Development: Python, C++, C, C#, SQL, Flask, AWS, Git, Github
Game Development: Unreal Engine, Unity3D

PROFESSIONAL EXPERIENCE

The Verse   Berkeley, CA
Software Development Intern   *May 2023 - Aug 2023*
- Worked within the WalkXR team to create immersive virtual experiences focused on promoting mental health
- Used Unreal Engine to create interactive functions, white boxed environments, and realistic material textures
- Delivered weekly progress updates to the team through dynamic presentations, conveying project developments
- Provided mentorship and guidance to fellow interns in Unity and C#, fostering a collaborative learning environment

Springbrook Country Club   Morristown, NJ
Summer Camp Counselor   *July 2018 - Aug 2020*
- Designed and executed engaging and safe learning activities in tennis, golf, and swimming for a group of 20 children aged 7-12, furthering their physical and social development
- Assessed participants' athletic and social progress and maintained lines of communication with parents

PROJECTS

DiscoBaby, *Web Application (in progress)*   *Dec 2023 - Present*
- Disco-baby.vercel.app enables users to pick a song and send a challenge to their friends to guess the chosen song
- Developed with Typescript, Svelte, AWS DynamoDB, Deezer API, Svelte Flowbite, TailwindCSS, and Vercel

DuckBob, *2D Sidescroller*   *Aug 2022 - Present*
- Implemented programming and designed art and audio assets for a 2D side-scroller available on web player
- Built using C# scripting, Unity game engine, and online pixel editing software
- Created an iOS version of the game using XCode and Swift, which is currently in an advanced stage of development and ready for deployment upon iOS App Store registration

Transportation Robot, *ME250*   *Aug 2021 - Dec 2021*
- Collaborated within a group to design and manufacture a small robot capable of intaking and outputting small cubes
- Utilized CAD (SolidWorks) to design and test individual parts that fit within the project specifications
- Manufactured robotics components using heavy machinery, such as metal mill, lathes, and waterjets