THOMAS SPORER

Morristown, NJ

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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   *Sep 2016 - June 2020*
- ACT Composite: 36

SKILLS

Frontend Development: HTML, CSS, JavaScript, React
Backend Development: Python, Swift, Flask, SQL, C, C++, C#
Development Tools: version control (Git, Github), IDE (VS Code), Cloud Computing (AWS)
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, empathy, and perspective taking
- Used Unreal Engine to create interactive functions, white boxed environments, and realistic material textures
- Delivered weekly progress updates to the team through dynamic multimedia presentations, conveying project developments and insights so as to facilitate collaboration and decision-making
- Provided mentorship to fellow interns in Unity and C#

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, maintaining open communication with parents to ensure a positive camp experience

PROJECTS

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

Transportation Robot, *ME250*   *Aug 2021 - Dec 2021*
- Worked in a group to design and manufacture a small robot capable of intaking and outputting small cubes
- Used 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