

Morristown, NJ

THOMAS SPORER

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[Portfolio](#) | [LinkedIn](#)

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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: Data Structures and Algorithms, Artificial Intelligence, Computer Science Theory, Cryptography, Computer Architecture, Modern Web Systems, Linear Algebra, Computer Vision

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 (pursuing certification), Git, GitHub, Scheme

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

PROJECTS

[DiscoBaby](#) (TypeScript, Deezer API, AWS DynamoDB, Svelte, Flowbite, TailwindCSS, Vercel)

Dec 2023 - Present

- An in progress web app that enables users to pick a song and send a challenge to their friends to guess the chosen song
- Wrote TypeScript functions to retrieve song data from Deezer API and store it in an AWS DynamoDB database
- Designed and implemented an intuitive UI with Svelte, Flowbite, and TailwindCSS for styling
- Launched the application on Vercel, optimizing for scalability, performance, and seamless hosting
- Reviewed code of other contributors and followed standard code review procedures using GitHub

[DuckBob](#) (C#, Unity3D, Audacity, Pixel Art Maker)

Aug 2022 - Present

- Programmed and designed art and audio assets for a 2D side-scroller available on web player
- Utilized C# scripting for custom game physics and Unity3D for game development

Search Engine (Flask, HTML, CSS, Python, SQLite, Bash)

Apr 2023 - May 2023

- Engineered a scalable search engine similar to Google using Python and exposed it through a REST API
- Implemented information retrieval concepts such as text analysis (tf-idf), link analysis (PageRank), and parallel data processing with MapReduce
- Designed and implemented a responsive UI using Flask, HTML, and CSS

Instagram Clone (Flask, Python, AWS EC2, HTML, CSS, React, SQLite, Bash, JavaScript)

Jan 2023 - Apr 2023

- Built three Instagram clones using static site generation, server-side dynamic pages, and client-side dynamic pages
- Developed a REST API with Python and Flask to interface and manage data transactions with a SQLite database
- Designed UI using JavaScript and React to include authentication, post interactions, and user profiles
- Hosted the app on AWS with EC2, Gunicorn, and Nginx for efficient server management and scalable performance

Transportation Robot (SOLIDWORKS 3D)

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 3D) 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