

Morristown, NJ

THOMAS SPORER

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

EDUCATION

University of Michigan, College of Engineering

Ann Arbor, MI

Bachelor of Science in Computer Science

Aug 2020 - May 2024

- Relevant Coursework: Artificial Intelligence, Computer Vision, Cryptography, Data Structures and Algorithms, Computer Science Theory, Computer Architecture, Modern Web Systems, Linear Algebra, Discrete Mathematics, Programming Paradigms, Probability and Statistics

SKILLS

Languages: Python, C++, HTML, JavaScript, CSS, SQL, C#, C, Scheme, Bash, Swift

Frameworks/Technologies: AWS DynamoDB/EC2, Git, React, Svelte, Unreal Engine, Azure DevOps, Unity3D, Figma,

PROFESSIONAL EXPERIENCE

The Verse

Berkeley, CA

Software Development Intern

May 2023 - Aug 2023

- Created immersive virtual experiences using Unreal Engine focused on promoting mental health within the WalkXR team, which consists of experts working together to create immersive experiences through a cross-media platform
- Built interactive functions, white boxed environments, and realistic material textures using Unreal Engine for the early-stage design and development of WalkXR experiences
- Collaborated with other contributors on a large codebase using Azure DevOps and Git
- Delivered weekly progress updates to the team and company founders through dynamic presentations in Miro, an online whiteboard platform, facilitating real-time collaboration and visualization of project developments
- Mentored more junior interns in Unity and C#, helping to build a more collaborative team culture

Springbrook Country Club

Morristown, NJ

Summer Camp Counselor

July 2018 - Aug 2020

- Designed fun, safe, and effective learning activities for 20 children (ages 7-12) in tennis, golf, and swimming
- Assessed participants' athletic and social development, and communicated progress to parents and guardians

PROJECTS

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

Dec 2023 - Present

- A web app that enables users to pick a song and send a challenge to their friends to guess the chosen song
- Developed 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
- Reviewed code of other contributors and followed standard code review procedures using Git and GitHub

Custom Search Engine Interface (Flask, HTML, CSS, Python, SQL, 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

Dynamic Client-Side Instagram Clone (Flask, Python, AWS EC2, HTML, React, 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
- Hosted the app with AWS EC2, Unicorn, and Nginx for efficient server management and scalable performance

[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