

Morristown, NJ

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 (in order of proficiency)

Frontend Development: Javascript, HTML, CSS, React

Backend Development: Python, C++, C, C#, SQL, Flask, Swift

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