Email: <u>brycetham@gmail.com</u> Website: http://www.brycetham.com

# **OVERVIEW**

I am a master's student studying computer science at Stanford University. Currently, I am an IxD researcher with the Stanford HCI Group. Previously, I studied at the University of California, Irvine, where I received my bachelor's degree in computer science and served an intern at UCI OIT and a research assistant at UCI ISR. My background is in programming, most notably in Python and Java, as well as in web development and database design. I am currently seeking a software engineering internship position for the summer.

# **EDUCATION**

#### M.S. in Computer Science, Class of 2019

Stanford University
Depth in Human-Computer Interaction
4.150 GPA, Stanford HCI Group

### B.S. in Computer Science, Class of 2017

University of California, Irvine Dual Specialization in Information & Algorithms 3.993 GPA, Summa Cum Laude, Honors in ICS

# SKILLS

**Python** | 4+ years, 7+ courses, 3+ projects, tutor experience **Java** | 2+ years, 3+ courses, 1+ projects, work experience **C/C++** | 1+ years, 2+ courses

HTML/CSS | 4+ years, 3+ courses, work experience SQL/MySQL | 3+ years, 3+ courses, work experience Others | Informatica, JavaScript, Unity/C#, Xcode/Swift

### EXPERIENCE

### Interaction Design Researcher | Stanford HCl Group

Jan 2018 - Present

- Work with a research team on Quizbot, an Al-powered chatbot to help students review science questions through conversation.
- Integrate Quizbot and others into the Smart Primer project, a tablet-based educational narrative that incorporates fun activities.

#### AR Applications Research Assistant | UCI Institute for Software Research

4pr 2016 – Aug 2017

- Worked with Dr. Walt Scacchi on an IoT-based augmented reality project for smart workers in advanced manufacturing.
- Researched training techniques and interactive game-based systems to illustrate conceptual augmented learning.
- Wrote design documents, attributed directed graph models, and problem specifications for the manufacturing simulation.
- Created a prototype illustrating the conceptual implications of augmented reality in the context of real manufacturing settings.

#### Data Warehouse Development Intern | UCI Office of Information Technology

Apr 2015 - Aug 2017

- Compared and wrote reports for hundreds of tables during the company's database migration away from Talend.
- Developed dozens of Informatica ETL mappings and sessions as part of the legacy ODS conversion.
- Updated the Data Warehouse website with new content including resolving security issues caused by SQL injection.
- Upgraded the online query-by-example ad-hoc tool in the DWH BLISS Enhancement project with various functionality additions.

#### **Technology Chair** | Circle K International

Apr 2015 - Mar 2016

- Managed content and resources for members including general information, weekly updates, calendar events, and media.
- Developed new features and tools for the website such as a personal events portal and a smart announcements system.
- Managed a group of 4 students in organizing the club's first Technology Internship Program.
- Received the Distinguished Appointed Board Officer award for demonstrating excellent achievement in service.

# **PROJECTS** (see website for full list)

# goFIT (Programmer/Designer)

Sep 2017 - Mar 2018

goFIT is a mobile application to help you stay healthy, be social, and accomplish goals. Set personal health and fitness goals, log your progress, and challenge your friends to get in on the action.

#### **Bubble Buddy** (Programmer/Designer)

Apr 2016

Bubble Buddy is a web-based virtual communication companion designed for young children with autism who struggle with communication, identifying emotions, and learning by interacting with them using typical everyday conversation.

\*\*Awards: Winner (2nd Place), Hype Award\*\*

## Fabflix (Programmer)

Jan 2016 - Mar 2016

Fabflix is a web-based interface that allows customers to browse/search for movie information, add interesting movies to their shopping cart, and check out.

### **UC Irvine Circle K Website** (Programmer/Administrator)

Apr 2015 - Mar 2016

The UC Irvine Circle K Website utilizes key web development techniques and open-source software solutions to create a reliable and robust website as a resource hub for members and a means of organizing club secretarial information.

\*Awards: Outstanding Club Website (1st Place)\*