# THOMAS SCHNEIDER

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🖸 github.com/tomlandia

## Work

# 2016-17 Web developer at BookingBug

London

- Refactored the AngularJS SDK to implement key features such as internationalization and SASS theming.
- Built and improved customized booking journeys for large organizations using BookingBug's API and front-end SDK.
- Fixed and expanded BookingBug's versatile Rails-based booking engine and API.

# 2015 Front-end developer at CrowdStrike

London

Maintained and built tools that allow 24/7 security analysts to query and visualize kernel-level events from "a high number" of client machines, using D3.js and the whole Ember CLI ES6 evironment, as part of CrowdStrike's distributed front-end team using Zoom and self-hosted Atlassian software.

#### **EDUCATION**

## 2014-15 Recurse Center (formerly Hacker School)

New York City

"A free, self-directed, educational retreat for people who want to get better at programming". I personally:

- Worked on a CoffeeScript NES emulator.
- Reverse engineered a popular mobile app and made a more feature-complete Node-Webkit client for it, embedding a custom XMPP client.
- Fetched all geotagged wikipedia articles from DBPedia's SPARQL endpoint and made a serverless map of them using Leaflet and an RTree.
- Contributed to half a dozen open source projects.

# 2013-14 Universite de Technologie de Troyes

Troyes, France

Masters of Science in Computer Science (incomplete)

#### OPEN SOURCE

Fuckr Reverse engineered a popular mobile app and made a client for it.

Tinder++ Implemented Tinder++'s chat and profile view features.

Github URL https://github.com/tomlandia

# FAVORITE TOOLS

Languages JavaScript/CoffeeScript, Ruby, C(++), Python

Front-end frameworks Angular JS, Ember (CLI), jQuery; GTK+, Qt; ncurses

Server-side frameworks Rails, Sinatra; Express.js

Databases PostreSQL, MongoDB, Redis, SPARQL

Markup HTML, SASS/CSS, LaTeX