

Charles P. Thomas

Oakland, CA

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Experience & Projects

Callisto Media [C++, JavaScript, MySQL] Oakland, CA

October 2021 - November 2021

Associate Software Engineer

- Maintained, built, and tested a large repository that contained company tools, web apps, libraries, jobs, and services.
- Worked with Project Managers and other Software Engineers to identify and execute project requirements.
- Debugged various jobs and services that were run on a schedule requiring time sensitive fixes.
- Created data visualizations application to warn users of suspicious data using Google Charts.
- Built web scraping scripts (ChaiScript) to pull data from various retailer websites. This included researching/implementing proxies, headless browsing, and crawling services.
- Built tools to perform data migrations, alter table schema, and to lookup entries for analysis.
- Used a remote shell to connect and contribute to a shared repository using version control (Git) and Makefiles to compile.

MThree Training [Java, Spring]

August 2021 - September 2021

Software Engineer Trainee

- Created Java Spring Boot web applications using Thymeleaf, JavaScript, RESTful APIs and MySQL.

Mills College [Java, Python] Oakland, CA

August 2019 - December 2020

Graduate Teaching Assistant

- Provided constructive feedback, clarification, and grading for students enrolled in Theory of Algorithms, Theory of Computation, Discrete Math, and Data Structures.
- Assisted Professors with website maintenance, office hours, and grading.

Teach Assist [Python, JS] [Teach Assist](#), Oakland, CA

December 2020 - May 2021

Full-Stack Developer

- Created a Django/Python application intended for teachers. Teachers can create, edit, and share games for classroom use. Teachers are able to create companion quizzes for each game.
- Deployed the app using Elastic Beanstalk, integrated AWS S3 buckets for image storage, incorporated AWS RDS for relational database cloud storage, and used Bulma as a CSS framework.

Education

Mills College, Oakland, CA

August 2019 - May 2021

- Master of Arts in Interdisciplinary Computer Science
- Thesis: Teach Assist: *A Web Application for Game-Based Learning*
- Coursework:
 - Data Structures and Algorithms
 - Theory of Algorithms
 - Software Engineering
 - Data Analysis
 - Programming Languages
 - Computer Architecture
 - Theory of Computation
 - Production Java
 - Game Development
 - Thesis for Master of Arts
 - ICS Research Process
 - Java and C++ Programming

Indiana University, Bloomington, IN

September 2005 - May 2009

- Bachelor of Arts in Mathematics
- History Minor and Music Studies Minor

Skills

C++, Git/Github, MySQL, Linux, Java, Python, Django, Spring Boot, ChaiScript, Ruby, HTML/CSS, RESTful APIs, Atom, Heroku, Bulma, Postgres, JavaScript, Unity, Assembly, Eclipse, NetBeans, Visual Studio, NumPy, Pandas, JUnit, AWS (S3, Elastic Beanstalk, RDS, Route 53, EC2, IAM), Docker, C#, C.