

Thomas Donahue

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🌐 github.com/donahut

Experience

- Mar 2014– **Robot Software Engineer**, *Aldebaran Robotics*
- Developing interactive robotic applications for the B2B and B2C markets.
- 2012–2014 **Doctoral Researcher**, *Human Robot Interaction Lab, Tufts University*
- Implemented distributed notification system for the ADE middleware
 - Overhauled system GUIs for ADE middleware with improved efficiency and speed, as well as a simplified UX
 - Designed and conducted HRI study investigating the role of remote video feeds on perceptions of robot teammates; submitted for peer review
 - Developed software for data-mining rich audio and video corpora and annotations
 - Designed and built web-survey platform for multiple HRI studies
 - Managed local and remote teams of research assistants for long-term project
- 2012, 2013 **Teaching Assistant**, *Computer Science Dept., Tufts University*
- Maintained automated testing suite for introductory C++ course
 - Provided instruction to students during lab sections as well as office hours
- 2010–2012 **Graduate Research Assistant**, *Computer-Human Interaction Lab, Bowling Green State University*
- Part of a team that developed a novel, tangible password input system
 - Designed, built and tested an alternative UI for World of Warcraft for the visually impaired community
 - Helped build a series of web-tools for use in undergraduate Geology courses
 - Investigated the learning benefits of and tradeoffs between mouse, touch and tangible input systems

Education

- 2012–2014 **Graduate studies in Computer Science**, *Tufts University, Medford, MA*
Withdrew in good standing from Computer Science & Cognitive Science Joint-Ph.D. program
- 2011–2012 **M.S. in Computer Science**, *Bowling Green State University, Bowling Green, OH*
- 2007–2011 **B.S. in Computer Science & Psychology**, *Bowling Green State University, Bowling Green, OH*
Minor in Mathematics, Cum Laude

Technical Skills

Languages

Core: Java, C++, Python
Experienced: PHP, Javascript, Clojure, HTML/CSS, R
Exposure: C, SQL, Scheme, SML, Prolog, CUDA

Tools

src Control: Git, Subversion
Build: Ant, Leiningen
Editors: Emacs, IntelliJ IDEA, Visual Studio
Writing: \LaTeX

Platforms

Linux: Considerable Linux development experience, and comfortable at the command line shell
Robotics: Familiar with ROS and have extensive experience working with ADE – a research focused distributed, multi-agent robotics middleware