

# Eamon Weingold

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## EDUCATION

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|--|-----------|
| <b>University of Maryland - College Park</b>                   | May 2025  |
| <i>Bachelor of Science in Computer Science</i>                 |           |
| <b>Thomas Jefferson High School for Science and Technology</b> | June 2021 |

## RELEVANT COURSEWORK

**Courses:** Object-Oriented Programming, Intro to Computer Systems, Discrete Structures, Organization of Programming Languages, Algorithms, Intro to Immersive Media, Intro to Data Science, Advanced Data Structures

**Awards:**

- Dean's List: College of Computer, Mathematical, and Natural Sciences
- Presidential Scholarship: University of Maryland - College Park
- National Merit Finalist: National Merit Scholarship Corporation

## EXPERIENCE

**NASA** | *Quality Assurance Specialist and Automated Testing Architect* January 2023 – August 2023  
Internship responsible for a variety of tasks within the Human Capital Information Technology branch of NASA, such as designing and managing web systems deployed through the ServiceNow platform. **Awarded** with a letter of appreciation by Acting Chief Human Capital Officer at NASA for my exceptional efforts.

**Thompson Gray, Inc.** | *Automation Intern* June 2019 – August 2019  
Internship utilizing UiPath software to accomplish a variety of Robotic Process Automation tasks, and a research exploration into the broader impact of automation on industry. Remote work with weekly on-site meetings. Concluded with a final project and presentation to the production team.

**Chick-fil-A** | *Service Employee* July 2021 – August 2021  
Full-time food service employee: Order taker, runner, cashier working closing shift.

**Self-employed** | *Tutor* Jan 2018 – Jun 2021  
Tutored middle school and high school students in math and science.

**XR Club** | *Member* September 2022 - Present  
University club exploring Virtual Reality, Augmented Reality, and Mixed Reality and how it applies to industry.

## SKILLS

**Languages:** Python, Java, C, C++, JavaScript, HTML/CSS, C#, MATLAB, Ruby, OCaml, Rust, MIPS Assembly, SQL,  $\text{\LaTeX}$   
**Tools:** Git/GitHub, Unix, Unity 3D, Unity XR, VSCode, Visual Studio, Sublime Text, ServiceNow, UiPath

## PROJECTS

**NASA Employee Profile Report** | *HTML, JavaScript, CSS, ServiceNow* June 2023 – August 2023

- Designed a dynamic report that visualizes a NASA employee's valuable employee information.
- Handles data from a plethora of different API calls that receive NASA employee information.
- Collaborated with product owners to consider feedback and verify the proper design vision.
- Presented research and product prototype to the broader Human Capital Information Technology team at NASA.

**PhysView** | *C#, Unity 3D, Visual Studio* August 2020 – June 2021

- Year-long high school senior research thesis examining the use of Virtual Reality technology to visualize physics simulations in a 3D interactive digital environment.
- Experimental prototype designed and implemented with C# in the Unity game engine for the Oculus Rift S.