Tom Knapp-Ramos

tomknappramos@gmail.com

909 Pumehana Street Apt. C
Honolulu, HI 96826
(858) 395-8318

Experience:

Graduate Teaching Assistant - C Programming
UH Manoa, Hawaii | 2016
- *Supervised laboratory sections on introductory c programming for engineers. Duties included preparing/giving lectures on specific lab topics, creating grading rubrics, and grading labs.*

UniversityTutor Local Ambassador and Tutor
Honolulu, Hawaii | 2016
- *In-person tutoring in the local community. Tutoring topics: game design, mathematics, physics, and programming.*
- *http://honolulu.universitytutor.com/tutors/671222*

UCSC IEEE Student Branch Vice President 2015
UC Santa Cruz, California | 2015
- *Managed the UCSC IEEE Student Branch Events Committee, organized events, and ran member meetings for the UCSC IEEE Student Branch engineering students.*

Java Application Development Internship at Vertex Pharmaceuticals
San Diego, California | 2012
- *Worked with in-house Java programs for biological and chemical data storage/analysis. Added front-end/back-end capabilities to both compound archiving and ligand 3D modeling programs.*

Accomplishments:

Global Game Jam Honolulu - GentleBirds Guide To Dating and Mating
Honolulu, Hawaii | 2016
- *Most polished game award. Contributions: Programming development and design.*
- *http://globalgamejam.org/2016/games/gentlebirds-guide-dating-and-mating*

Honolulu Startup Weekend - Klima App
Honolulu, Hawaii | 2015
- *2nd place in startup business competition. Contributions: Mobile app Graphic and UI Designer.*
- *https://app.reviewr.com/gsb/pitch?evtid=1305517&group=1305626&subid=1340537*

Artificial Intelligence Pong Tournament
UC Santa Cruz, California | 2014
- *Developed a pong game engine in adobe flash interfaceable with javascript via html. Advertised and ran an event where competitors program their own AI pong player and compete for prizes.*

Education:

University of California, Santa Cruz - BS Electrical Engineering
GPA: 3.87 | 2015

Portfolio

http://tomknappramos.yolasite.com/

Proficient Languages
Java, C / C++, C#
Python, MATLAB
HTML/CSS, JavaScript
ActionScript 2/3

Proficient Frameworks
Unity
Adobe Flash
Sketch
SolidWorks 3D modeling