

Tom Knapp-Ramos

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Web Version
Honolulu, HI

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.github.io/>

Proficient Languages

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

Proficient Frameworks

Unity
Adobe Flash
Sketch
SolidWorks 3D modeling