

# Thomas Deegan



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## Experience

Programmer | Beckman institute, Adult Learning Lab, Champaign IL  
Objective C, iOS SDK

November 2012 - Present

- Responsible for maintaining and creating iPad applications within the Adult Learning Lab
- Work alongside graduate students to produce the software they use to conduct research testing

iOS Intern | Phunware Inc, Irvine CA  
Objective C, JSON, Xcode, iPhone SDK

June - Aug 2012

- Developed components of iPhone application for Turner Classic Movies
- Implemented asynchronous interfaces to the backend server to pull content
- Responsible for coding much of the application UI and implementation of Apple's Game Center and in- app purchase APIs
- Required to write clean and readable code
- Worked with a highly motivated team in a fast-paced, timeline-driven environment

iPhone Developer | App Lab Creatives, Ann Arbor MI  
Objective C, SQLite, Xcode, iPhone SDK

June - Dec 2011

- One of a team of two that developed an iPhone app targeted at college students. Available on the App Store via this link: <http://itunes.apple.com/us/app/slidester/id503409871?mt=8>
- Created interface with university online services to search and retrieve lecture content
- Programmed feature to record and synchronize lecture audio to a variety of presentation document formats (PDF, PPT, DOCS)
- Responsible for application content management including integration with SQL database and file system
- Participated in all facets of development cycle
- Worked in startup environment

Programmer | Center for the Study of Complex Systems, University of Michigan  
Net Logo

June - Oct 2010

- Worked with Dr. Rick Riolo to find optimal solutions to the 'El Farol Problem'
- Created an agent based model to simulate human decision making using Net Logo
- Implemented a genetic algorithms to evolve code towards the optimal solution

## Education

Bachelor of Science in Computer Science  
University of Illinois Urbana-Champaign  
GPA: 3.72, Deans list for 2011-present

2011 to present

High School Diploma

2007 to 2011

Pioneer High School, Ann Arbor MI  
GPA: 3.75

Varsity Swimming and Water Polo; All American Academic

## Skills

- Objective C, JavaScript, C++, Java, Adobe ActionScript, NetLogo
- HTML5, CSS3, OAuth, XML, JSON, SQLite
- iPhone SDK, Xcode, Android SDK, Eclipse, Flash, Windows, Linux, OSX
- OpenGL, Collada
- SVN, Git

## Activities and Interests

- Won the Enova hackathon hosted at UIUC, which featured a \$1500 prize.
- Designed and coded several games in Adobe Flash Action Script utilizing Papervision3D, Box2D physics engine, and multiplayer framework player.IO (available at <http://www.kongregate.com/accounts/keithlemons>)
- Wrote an Android game in Java using the Android SDK and the AndEngine library.
- University of Illinois Club Water Polo. Big Ten 3<sup>rd</sup> place 2011 & 2012