

# Thomas Deegan



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## Experience

Software Engineering Intern | Enova Financial, Chicago IL  
Ruby, Rails, Javascript, D3JS

May 2013 – August 2013

- Worked with other interns and full time developers in an agile development environment.
- Produced a web app tool for analyzing changes in a large codebase: [churhub.herokuapp.com](http://churhub.herokuapp.com)
- Built out tools and tuned language models for transcribing call center data. Text data used for fraud analytics.
- Improved customer search experience that drastically cut down on the time needed to query customer data

Lead 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
- Worked in startup environment; Participated in all facets of development cycle

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

June – Oct 2010

- 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  
Technical GPA: 3.58, Deans list for 2011-2013

2011 to present

## Skills

- Objective C, JavaScript, C++, Java, Adobe ActionScript, NetLogo, Ruby
- HTML5, CSS3, OAuth, XML, JSON, SQLite, PostgreSQL,
- iPhone SDK, XCode, Android SDK, Eclipse, Adobe Flash, SVN, Git
- OpenGL, Collada, WebGL
- Rails, D3, NodeJS

## Activities and Interests

- Won the Enova hackathon hosted at UIUC, which featured a \$1500 prize. Second at Microsoft Game Builder hackathon
- 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