

Tommy Fang

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Education

Rensselaer Polytechnic Institute, Troy, NY

Class of 2017

Dean's List, GPA: 3.07

B.S. in Computer Science

Dual Major: Computer Science

Games, Simulation Arts, and Sciences

Professional Experience

Transformation Security, Engineering Intern

2015-2016

Columbia, Maryland

- ❖ Produced prototypes for government agencies.
- ❖ Worked in a team of three to implement a full stack application using JavaScript/C#.
- ❖ Developed and designed frontend using D3.js, Three.js, ASP.Net MVC Core Framework.

Codecademy, Pro Advisor

2016-present

Remote

- ❖ Provided customer support and filed bug reports/customer suggestions.
- ❖ Assisted customers in learning how to program and to develop a technical mindset.
- ❖ Guided the customers on how to move towards their career goals.
- ❖ Taught fundamentals of Python, HTML/CSS, JavaScript, Git, Command Line, Ruby, jQuery, PHP.

Rensselaer Center for Open Source, Software Engineer

2014-2015

Troy, NY

- ❖ Managed a team of four developers to design/develop custom game engine in Java for Pokémon RPI.
- ❖ Directed the design of the world using an inhouse-built map editor.

Skills

Technical: JavaScript, CSS/HTML, Java, Python, Ruby, jQuery, C, C++, C#, PHP, WebGL, Processing, ASP.Net MVC Core, Photoshop, Ubuntu, D3.js, Three.js, Node.js, Express.js.

Game Engines: Unity, Unreal Engine, GameMaker, HaxeFlixel

(Spoken) Languages: English, Chinese (Fuzhou Dialect)

Extracurricular Activities

Delta Tau Delta Fraternity, Brother

2013-present

Society of Asian Scientists and Engineers, Mentor

2013-2016

Game Development Club, Member

2013-2016

Awards

Heritage Classic Foundation Scholar

Doc Medicus Scholar