

THOMAS GRAHAM FISHER II

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EDUCATION

University of Notre Dame (Notre Dame, IN)

Bachelor of Science, Computer Science and Honors Mathematics

May 2022

GPA: 3.98

SOFTWARE EXPERIENCE

Technology Development Program Intern - Optum

Jun 2020 - Aug 2020

- In a team of 4 interns, achieved the below while presenting product progress and value in biweekly “Shark Tank”
- Built performance testing framework to load test REST services (Scala, Gatling, Maven)
- Containerized app components and deployed into on-premises Kubernetes cluster via Helm (Kubernetes, Helm)
- Automating creation of dashboard report to analyze results and drive development (InfluxDB, Grafana, Jenkins)

Learning Management Systems Developer - Notre Dame Office of IT

Sep 2019 - Present

- Refactored previous students’ D3.js based web app - added more consistency in 500 fewer lines (JavaScript)
- Created macOS app to concatenate PDFs to streamline Professor’s grading process (AppleScript)
- Currently preparing previous students’ economics simulation for classroom use (PHP, JS, SQL)

Computational Methods for Discovery Driven by Big Data REU

Jun 2019 - Aug 2019

- Implemented a novel redirected walking algorithm to allow efficient and natural virtual locomotion in complex physical environments. Processed data in Python; imported and used result in C# algorithms for Unity
- Worked in the Illusioneering Lab at the University of Minnesota under the direction of Evan Suma Rosenberg
- Presented poster at the University of Minnesota’s Summer Undergraduate Research Expo
- Completed “Big Data Bootcamp” using materials from the Fall 2016 Data 8 course at UC Berkeley (Python)

2019 Hesburgh Libraries Hackathon

Mar 2019

- Collaborated with 3 others in a 3-day hackathon to build a web app (jQuery, Bootstrap)
- Awarded Honorable Mention for Napingo, a platform via which users find and share nap spots around campus

Modularization Project Lead - Robotic Football Club

Sep 2018 - Present

- Collaborate with fellow engineers to design, build, program, and repair more than a dozen robots to “play” football; robots are controlled by club members in a game very similar to American football
- Lead team of 15 to organize and enforce best programming practices on existing robot drive code (Python)

OTHER EXPERIENCE

Honor Calculus I Tutor and Grader - Notre Dame Math Department

Aug 2020 - Present

- Tutor in the “math bunker,” a student-run help room dedicated to proof-based math classes
- Grade weekly assignments for the proof-based Honors Calculus I course

Senior Event Assistant - Notre Dame Student Activities Office

Sep 2018 - Present

- Prepare and disassemble various venues for student events around campus
- Monitor ongoing student events for audiences up to hundreds of students and ensure their smooth course
- Coordinate shifts, lead small group of 7 coworkers, and serve as first contact for any issues during events

SERVICE

Weekly Tutoring at St. Adalbert’s Elementary School

Sep 2018 - Present

Northside Ministries Food Pantry and Community Garden Volunteering (200 hours)

Apr 2017 - Apr 2018

TECHNICAL SKILLS

Proficient: Python, Java, LaTeX, Verilog, JavaScript, C++

Basic: C, Clojure, Scala, Gatling, Docker, Kubernetes, Helm, Jenkins, PHP, SQL, Arduino, MATLAB

HONORS

Honorable Mention - 2019 Hesburgh Libraries Hackathon

Mar 2019

Virginia A. Smith Highest Academic Award (Valedictorian Equivalent)

May 2018

National Merit Finalist

Feb 2018