

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: 3.97

SOFTWARE EXPERIENCE

Learning Management Systems Developer - ND Office of IT

September 2019 - Present

- Creating and integrating into Sakai a tool that grants faculty insight into their students' views of and activity on course Google Drive files
- Using the Google Drive Activity Report API and the D3.js data visualization library

Computational Methods for Discovery Driven by Big Data REU

June 2019 - August 2019

- Worked in the Illusionengineering Lab at the University of Minnesota under the direction of Evan Suma Rosenberg
- Implemented a novel redirected walking algorithm to allow efficient and natural virtual locomotion in complex physical environments
- 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

2019 Hesburgh Libraries Hackathon

March 2019

- Collaborated with 3 others in a 3-day hackathon to build a web app
- Created Napingo, a platform via which users can find and share nap spots around campus
- Awarded Honorable Mention for final product

Modularization Project Lead - Robotic Football Club

September 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

OTHER EXPERIENCE

Senior Event Assistant - ND Student Activities Office

September 2018 - Present

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

Global Scholars Research Project

August 2016 - April 2018

- Completed a two-year research project investigating the United States recent shortage of STEM professionals and the United States relative shortcomings in STEM education when compared globally
- Enlisted the guidance of a mentor, wrote a 60-page research paper on the aforementioned topic, and presented my findings to a panel of judges

SERVICE

Weekly Tutoring at St. Adalbert's Elementary School

September 2018 - Present

Northside Ministries Food Pantry and Community Garden Volunteering (200 hours) April 2017 - April 2018

TECHNICAL SKILLS

Proficient: Java, Python, LaTeX, Verilog, JavaScript *Basic:* Unity, Arduino, MATLAB, C++

HONORS

Honorable Mention - 2019 Hesburgh Libraries Hackathon

March 2019

Virginia A. Smith Highest Academic Award (Valedictorian Equivalent)

May 2018

National Merit Finalist

February 2018

ACTIVITIES

Math Club

CS For Good Club

Fisher Interhall Sports (Baseball and Dodgeball)