THOMAS GRAHAM FISHER II

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EDUCATION

University of Notre Dame — May 2022

Bachelor of Science, Computer Science and Honors Mathematics, *summa cum laude* — GPA: 3.99

EXPERIENCE

Software Engineer Intern | OneCause — Jun 2021 - Aug 2021
Go, TypeScript, Angular, MySQL — *Indianapolis, IN*
- Contributed full stack development to a microservice-based fundraising SaaS product
- In team of full-time engineers, discussed how to break down and solve problems posed by user stories
- Developed new features, wrote unit and integration tests, tracked down bugs, and alleviated technical debt
- Fleshed out tool that, given JSON description of backend router, produces tailored REST client as Angular service
- Practiced a scrum agile methodology, collaborating closely with a product manager and quality engineer

Site Reliability Engineer Intern | Reconstruct — Jan 2021 - May 2021
Python, AWS, Bash, Docker, GitLab CI/CD — *Menlo Park, CA*
- Analyzed AWS EC2 tradeoffs based on historical data, prompting re-architecture
- Built a Gitlab CI/CD Pipeline to test, package, and deploy AWS Lambda code
- Automated generation of a monthly cloud expenses spreadsheet via AWS Lambda
- Automated submission of AWS quota increase requests when appropriate via AWS Lambda

Technology Development Program Intern | Optum — Jun 2020 - Aug 2020
Scala, Gatling, Maven, Kubernetes, Helm, Jenkins, InfluxDB, Grafana — *Remote*
- In team of 4 interns, built performance testing framework to load test REST services
- Containerized app components and deployed into on-premises Kubernetes cluster via Helm
- Automated creation of dashboard report to analyze results and drive development

Learning Management Systems Developer | University of Notre Dame — Sep 2019 - May 2022
JavaScript, PHP, SQL, Tsugi — *Notre Dame, IN*
- Refactored D3.js-based web app - added more consistency in 500 fewer lines
- Redesigned economics market simulation web app for extendability, best practices, readability

Computational Methods for Discovery Driven by Big Data REU | U of Minn. — Jun 2019 - Aug 2019
Python, C#, Unity — *Minneapolis, MN*
- Implemented novel redirected walking algorithm for complex physical environments
- Worked in the Illusioneering Lab at the University of Minnesota under Evan Suma Rosenberg
- Completed "Big Data Bootcamp" using materials from the Fall 2016 Data 8 course at UC Berkeley

Modularization Project Lead | Robotic Football Club — Sep 2018 - Aug 2020
Python, Arduino — *Notre Dame, IN*
- Collaborated to design, build, program, and repair robots for a game similar to American football
- Led team of 15 to refactor, for organization and best practices, existing robot drive codebase

Math Grader and Math Bunker Head Tutor | University of Notre Dame — Aug 2020 - May 2022
LaTeX — *Notre Dame, IN*
- Supervised and tutored in the "math bunker," a student-run help room for proof-based math classes
- Graded assignments for Honors Calculus classes: single- and multi-variable calculus from first principles

HONORS

Outstanding Computer Science Senior Award — May 2022
Upsilon Pi Epsilon Computing and Information Honor Society — Inducted Mar 2021
Tau Beta Pi Engineering Honor Society (Indiana Gamma Chapter) — Inducted Nov 2020

INTERESTS   Being active: weightlifting, hiking, baseball   Rock music   Science fiction   Board games