

Thara Messeroux

Westford, MA | tharamesseroux@gmail.com | [linkedin.com/tharamesseroux](https://www.linkedin.com/tharamesseroux) | github.com/thara-messeroux | +1 (978) 235-8671

Available for full time positions starting June 2023

EDUCATION

Northeastern University: Boston Campus

MSc in Computer Science GPA 3.7/4.0, GEM Fellow

Boston, MA, US

Jan. 2021 - May 2023

Courses: Intensive Foundations of CS, Object-Oriented Design, DS & Algorithms I/II, Web Dev., Cloud Computing, Database Management Systems, Scalable Distributed Systems, Game Artificial Intelligence, Mobile Application Development

Boston Architectural College

Certificate of Interior Architecture
BArch – Bachelor of Architecture

Boston, MA, US

Jan. 2019 - May 2020

Jan. 2015 - Dec. 2019

TECHNICAL SKILLS

- **Programming Languages:** Java, Python, R, SQL, SQLite, C/C++, C#, HTML5, CSS, JavaScript, TypeScript, JSON
- **Tools, Softwares, and Environments:** Adobe Creative Suite, Unity, Unreal Engine, Linux, Git, React.js, Node.js, MongoDB, Bootstrap, JUnit, AWS, IntelliJ, RStudio, Revit, 3dsMax, Lumion, Enscape, SketchUp, VRay, AutoCAD

PROFESSIONAL EXPERIENCE

Software Engineer Intern

Amazon, Audible

May 2022 - Aug. 2022

Newark, NJ

- Designed, created, tested, and launched an internal full stack infrastructure for Amazon to streamline the configuration of ABOS (Audible Buying Options Service) offers, which allowed Audible employees to save time while creating, adding, updating, and displaying offers
- Increased the quality of deliverables using Agile Methodologies and Jira Tickets to communicate with the team
- Generated CDK, website packages, and pipelines for the app using Katal for CloudFront deployments
- Handled UX changes, created front-end UI using React.js, TypeScript, JavaScript, HTML/CSS, backend with Java
- Developed using Lambda function to access ABOS API, and secured through robust IAM configuration
- Deployed and secured the app using AWS cloud, S3 bucket, Route 53, CloudFront, Cloudformation, Lambda

Graduate Teaching Assistant | Discrete Mathematics, Data Structures and Algorithms

Northeastern University - Boston Campus

Aug. 2021 - Feb 2022

Boston, MA

- Facilitated learning for up to 30+ students to improve knowledge of C/C++, math and problem-solving skills for concepts such as logic, probability, proof techniques, lists, stacks, queues, trees, maps, graphs, big-O notation, etc.
- Conducted meetings several times a week to answer live students questions, corresponded with students' questions posted on Piazza, graded assignments, quizzes, and exams, and conducted private tutoring

Architectural Designer and Interior Designer

Mount Vernon Group Architects

Sep. 2019 - June 2021

Wakefield, MA

- Communicated with customers to gather, customize and verify architectural projects requirements and deliverables
- Collaborated with a team of 20+ people in a fast-paced environment across all phases of design, construction documents and building survey measurements
- Conducted an Enscape rendering program workshop for employees, which decreased 3D visualization production time, and increased efficiency of 3D color visualizations for presentation and marketing purposes

TECHNICAL PROJECTS

PixelPop | Java, Android Studio |

Spring 2023

- Built a mobile app along with my team, a drawing game that shows a pixel art for a moment before disappearing and has the player replicates the drawing from memory
- Sketched, brainstormed and designed different iterations of the app's UI Design
- Worked on diverse game sections and activities for the different levels of the game
- Created functionalities for the following activities, AnimalsAdventureActivity, DrawActivity, SelectAdventureActivity activities functionalities, and corresponding files

Tuiter Website | JavaScript, HTML, CSS, React.js, Node.js, Bootstrap, MongoDB |

Spring 2022

- Developed and designed a full stack website, called Tuiter, inspired by Twitter, which allows users to login, logout, create and edit their profiles, create tweets, comments, like other tweets, search for other users, delete their accounts

Hide and Seek | Unreal Engine, C# |

Spring 2021

- Worked with Unity3D and C# to design and build game, for user to play hide and seek with multiple AIs in a garden
- The AIs will hide behind trees to make sure the player does not see them, to avoid getting caught and tagged

LANGUAGES

- English, French, Creole, Spanish