Thara Messeroux

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EDUCATION

Northeastern University: Boston Campus — **Boston, MA, US**
MSc in Computer Science **GPA 3.7/4.0, GEM Fellow** — **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 — **Boston, MA, US**
Certificate of Interior Architecture — **Jan. 2019 - May 2020**
BArch – Bachelor of Architecture — **Jan. 2015 - Dec. 2019**

TECHNICAL SKILLS

- **Programming Languages:** Java, Python, R, SQL, SQLite, 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

PROFESSIONAL EXPERIENCE

Software Engineer Intern — **May 2022 - Aug. 2022**
Amazon, Audible — **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
- ABOS Offer configuration served **35,000+** clients internally at Amazon, with less than **9 weeks** of delivery time.

Graduate Teaching Assistant | Discrete Mathematics, Data Structures and Algorithms — **Aug. 2021 - Feb 2022**
Northeastern University - Boston Campus — **Boston, MA**

- Facilitated learning for up to 30+ students to improve math and problem-solving skills for concepts such as logic, permutations and combinations, series, 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

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

Hide and Seek [Unreal Engine] — **Spring 2023**

- 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

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

Mastermind Game [Python, Turtle Graphics, Photoshop] — **Spring 2021**

- Implemented a game that allows a user to play against an **Artificial Intelligence** to pick the colors to be guessed
- Created back-end using Python and front-end using Turtle Graphics and Photoshop

LANGUAGES

- English, French, Creole