Thomas Garry

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Education

University of California San Diego   *9500 Gilman Dr, La Jolla, CA*
B.S. in Computer Science | 3.73 GPA   *Sep 2019 - Dec 2022*
- Relevant Coursework: Software Tools/Techniques Laboratory, Computer Organization/Systems Programming, Software Engineering

Employment

Capital One   *McLean, VA*
Software Engineer Intern   *Jun 2022 - Aug 2022*
- Created functionality for template variables to use JQL for a custom **Jira plugin** sourced with the **Grafana UI library**, **React** and **TypeScript**
- Developed test queries the user uses to filter and store values into a template variable to run the previous filtered result within new queries

Teradata   *Online*
Intern Web Developer   *Jun 2021 - Sep 2021*
- Worked on user interface written in **TypeScript** and **Angular** to create data visualizations with **D3** in accordance with a **Golang** web-service
- Automated testing of the UI with **Cypress** by mocking end-to-end user interaction and stubbed network calls to test within project pipeline

UC San Diego Computer Science and Engineering Department   *Online*
Tutor   *Mar 2021 - Mar 2022*
- Tutored 300+ students for Basic Data Structures, Software Tools Techniques and Advanced Data Structures
- Taught concepts such as **linked lists**, **stacks**, **binary search trees**, **queues**, **Linux CLI** and **Bash scripting** in lab hours, graded work

SPIS Summer Mentor   *Aug 2020 - Sep 2020*
- Mentored four incoming students and held lab hours to teach programming concepts in **Python** and frameworks such as **Flask** and **pygame**
- Evaluated and provided project performance feedback, facilitated social engagement, and assisted in lecture provided by CSE professors

Projects

Autograder/Queues Software Engineer   *La Jolla, CA*
Lead Full Stack Software Engineer   *Nov 2021 - PRESENT*
- Leading **team of six** to develop the ticket queue system allowing for students to obtain tutor help from computer science courses at UCSD
- Running tests for the backend written in **Flask**, **MySQL**, and **SQLAlchemy** and converting timed post requests to use server-side events

ACM Quiztime   *Online*
Back-end Developer   *Jul 2020 - Oct 2020*
- Developed a MongoDB framework to hold quiz questions using references to reduce repetition of questions and save space
- Co-authored gameplay creation using **Socket.IO** to send player data and to have game room capabilities, deployed with GCP
- Operated in a back-end team of two using **Node.js, Express, Socket.IO, MongoDB** to provide quiz and gameplay functionality

Activities

TSE Developer   *La Jolla, CA*
Triton Software Engineering @ UCSD   *Nov 2020 - Nov 2021*
- Collaborated in team providing pro-bono technical and web development services for two nonprofit organizations
- Built backend for a San Diegan Buddhist nonprofit organization, using **Node.js**, **MySQL**, and **Sequelize**
- Refactored the website for the United Women of East Africa, rewriting parts of the backend written in **Mongo**, **Express**, and **Node.js**

ACM Staff & Hack Member   *La Jolla, CA*
ACM Board @ UCSD   *Aug 2019 - May 2021*
- Engaged in meetings for the development of workshops empowering students to create projects and learn about software engineering
- Technical Event Lead - produced and lectured workshops for **JavaScript**, **Python**, **Node.js**, and **Dart** for the 2020-2021 school year
- Attended workshops and social events striving to develop a sense of community among students learning software engineering

Skills

Frameworks	Node.js, Express, MongoDB, Mongoose, Sequelize, p5.js, React.js, Angular
Languages	Java, TypeScript, C, C#, HTML/SCSS, Python, Bash
Tools/Dev	Git, Unix, GitHub, GDB, Valgrind, Makefile, JUnit, Cypress, Jest