

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**
- Processed and returned filtered columns using Jira API calls written in **Golang** for the plugin's backend calling **Grafana SDK** functions
- Developed test queries used to filter and store Jira column data into template variables and presented to internal dashboard customers

Teradata

Online

WEB DEVELOPER INTERN

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

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 for 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