Thomas Sieben

thomassieben2019@u.northwestern.edu * (630) 605-0556 * 1420 Chicago Ave., Apt. 1A, Evanston, IL 60201

EDUCATION

Northwestern University, Evanston, IL   December 2018
Robert R. McCormick School of Engineering and Applied Science
Bachelor of Science in Computer Science
Murphy Scholar – Class of 2019
GPA: 3.73/4.00
Relevant Courses: Data Structures, Algorithms, Computer Systems Software, HCI, Artificial Intelligence,
        Programming Languages, Game Design & Dev., Networking, Logic Prog., Physics, Calculus

Marmion Academy, Aurora, IL, Valedictorian   May 2015

TECHNICAL SKILLS

Languages: Python, C, C++, C#, Matlab, Rust, HTML, CSS, JavaScript, Racket/Lisp, Prolog
Tools: Unix, Visual Studio, Git, GitHub, Atom, Unity, LaTeX, MS Office

EMPLOYMENT EXPERIENCE

Northwestern CS Department, Evanston, IL   April – June 2018
Peer Mentor, EECS 110

- Teaching assistant for an intro to programming course for non-majors, taught in Python
- Provided office hours to assist students with fundamental programming concepts

ProMazo, Chicago, IL   January – March 2018
Consultant

- Engaged with a multidisciplinary team of consultants to provide guidance for our client, a large international credit rating agency
- Prepared and conducted stakeholder meetings and documented internal demand for enterprise-wide BI capabilities
- Reported findings to the SVP of Global Technology which drove analytics go-forward strategy

The American Purchasing Society, Aurora, IL   January 2013 – August 2017
Administrative Assistant

COURSE PROJECTS

Systems & Concurrent Programming in Rust, NU, Evanston, IL   April – June 2018
Web app: *Courier*

- Designed and implemented interface for a chat-client akin to Facebook Messenger
- Used React frontend to create chat interface with JavaScript and Rust for backend libraries
- Implemented proprietary messaging protocol, multithreaded WebSocket server connections to the frontend, and a Firebase DB to store and organize user information & conversations

Game Design Studio, NU, Evanston, IL   January – March 2018
Project: *No Pressure*

- Developed a 2D space exploration platformer video game with the Unity engine and C# scripts
- Collaborated with two other McCormick computer scientists to iteratively design core features

ACTIVITIES

Nonmajor Classical Piano Performance, Evanston, IL   2015 – 2018
Engaged in intensive pedagogical piano study & performed in public recitals