

Thomas Sieben

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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

Proficient: C++ | Python | C#

Familiar: Rust | C | HTML, CSS, JavaScript, React | Matlab | Racket/Lisp | Prolog

Tools: Unix | Git | Unity | Visual Studio/CLion/IDEs | 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