

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: 3.75/4.00
Relevant Courses: Data Structures, Algorithms, Machine Learning, HCI, Artificial Intelligence,
Programming Lang., Game Design, Computer Vision, Networking, Physics, Calculus

TECHNICAL SKILLS

Proficient: Python | C# | 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 – December 2018
Peer Mentor: *Intro to Programming for Non-majors, Game Design & Dev.*

- Teaching assistant for two courses, an intro to programming course for non-majors, taught in Python, and an upper-level elective teaching game design principles, taught in Unity and C#
- 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
O4U Tech Conference, San Jose, CA September 2018