

THOMAS MASHA

Aspiring Software Engineer | tmasha@tamu.edu | (281) 704-7914 | Katy, TX | [GitHub](#) | [LinkedIn](#)

EDUCATION

Texas A&M University, College Station, TX

Bachelor of Science in Computer Science | Expected May 2026

- **Cumulative GPA:** 3.8/4.0, Dean's Honor Roll Spring 2024
- **Relevant Coursework:** Program Design and Concepts, Data Structures and Algorithms, Discrete Structures for Computing, Computer Organization, Programming Languages
- **Student Organizations:** DJs of Aggieland (Treasurer), Aggie Coding Club (Former Project Manager)

PROJECTS

Bad Business | Chillenium

Game Jam Entry | March 2024

- Collaborated with a team of 4 to develop a 2D dungeon crawler game within a 48-hour timeframe
- Designed and implemented a functional inventory GUI and item pickup system using Unity C#'s scriptable objects
- Created pixel art sprites for items and map tiles

Unboringify | tidaltamu

Hackathon Entry | November 2023

- Worked with a team of 4 to create a machine learning-based program within 48 hours to enhance PowerPoint presentations
- Developed a Python application using python-pptx to extract and store text and images from presentations
- Utilized scikit-learn to analyze text from presentations and determine their topics for improved content relevance

Aggienova | STEM Research Leadership Program

Undergraduate Researcher | July 2023 - Present

- Explored the ultraviolet properties of supernovae with a professor-led team of 11 members
- Utilized Python and Pandas to organize and remove duplicates from a database, and used an API to add new supernova entries
- Screened over 10,000 objects and identified 104 supernovae meeting criteria for observation by NASA's Swift Observatory

Pulsar | Graphics Programming

Personal Project | April 2023 - Present

- Originally developed a 3D space simulation using Three.js for web-based visualization
- Transitioned to C++ with OpenGL to create a more realistic 3D space simulation with advanced physics
- Enrolling in a computer graphics course and self-learning techniques to enhance visual quality and performance

Virtual eSports Coach | Aggie Coding Club

Project Manager | January 2023 - December 2023

- Co-led and planned meetings for a web application project that analyzes video gamers' data to offer helpful guidance
- Quickly self-learned front-end web development with React to implement a modern user interface
- Won the creativity award in the Spring 2023 Aggie Coding Club projects cycle

WORK EXPERIENCE

Texas A&M University | College Station, TX

Teaching Assistant for Data Structures and Algorithms | Starting January 2025

- Will assist in implementing new course material, teaching during lab meetings, and grading assignments
- Will hold office hours to help students with course material and projects outside of class
- Will support the development of instructional resources and tools to enhance student learning and engagement

Spartan-Tutoring LLC | College Station, TX

STEM Tutor | June 2023 - Present

- Conducted 2-hour drop-in tutorial sessions to improve general engineering students' skills in Python
- Provided individual 1-hour tutoring sessions for 7 students in calculus and computer science
- Identified students' key areas of struggle and tailored tutoring sessions to address these challenges

SKILLS & INTERESTS

Programming Languages: C/C++, C#, Java, Python, JavaScript, HTML, CSS, Rust

Technologies: Windows, Linux, GitHub, Git, Vim, Visual Studio Code, IntelliJ, Microsoft Office

Interests: Computer Graphics, Computational Physics, ML/AI, Data Science, Game Development

Hobbies: DJing, Music Production, Traveling, Hiking, Stargazing, Dancing, Video Games