

Thayer M. Picart

Email: tmpicart@gmail.com

Mobile: 203-527-2862

Portfolio: tmpicart-portfolio.vercel.app

LinkedIn: linkedin.com/in/tmpicart

GitHub: github.com/tmpicart

EDUCATION

Bachelor of Science in Computer Science – Cum Laude

2020 – 2024

Central Connecticut State University

WORK EXPERIENCE

Grey-box

Aug 2024 – Dec 2024

Software Engineer Intern

- Developed a responsive, mobile-friendly web app for translating medication names into multiple languages.
- Improved overall maintainability, scalability, and user experience by migrating the project to Next.js, TypeScript, and Tailwind CSS.
- Integrated robust error handling and input validation, preventing vulnerabilities like SQL injection and ensuring security.
- Designed and implemented AI-driven translation using the Gemini API, incorporating the Levenshtein fuzzy matching algorithm for enhanced term accuracy.
- Collaborated effectively in an Agile environment using Slack for real-time communication and Notion for project management, streamlining team workflows and project delivery.

Berlin Lions Club

Jan 2024 – May 2024

Software Engineer Intern

- Revamped the user registration and event management system used by over 80,000 individuals for the annual Berlin Fair.
- Modernized the user authentication process by merging redundant SQL databases and implementing an identity and access management system.
- Strengthened security by employing a more complex hashing algorithm (SHA-256) for storing user credentials.
- Identified and remediated critical bugs, improving overall system functionality and user experience.

SKILLS

Programming Languages: Python, Java, C, JavaScript, GDScript

Styling & Markup Languages: HTML, CSS

Frameworks & Libraries: Next.js, FastAPI, Django, Tailwind CSS, Bootstrap

Databases & Cloud Services: SQL, Firebase, AWS

Version Control & Collaboration: Git, GitHub, Agile, Slack, Notion

PROJECTS

John Dungeon

Dec 2024 - present

- Contributed to the creation of a top-down dungeon crawler with the Godot engine during a 3-week development period, ensuring timely delivery.
- Led team meetings, delegated tasks, and facilitated collaboration to overcome challenges and drive technical solutions.
- Designed and implemented dynamic enemy AI using state machines, enriching the combat system.
- Developed a multi-phase boss fight, player upgrades, and a sprawling dungeon with custom assets, enhancing the player experience.
- Recommended development as a solo project, refactoring the codebase, fixing bugs, and improving gameplay, with plans to add content.

TicketMaster Search Mobile

May 2024 – Jul 2024

- Built a Kotlin-based Android app for searching, viewing, and saving events from the TicketMaster API.
- Enabled secure user authentication and data storage by integrating Firebase for RESTful event saving and retrieval.
- Optimized API communication and event listing with Retrofit, Glide, and RecyclerView for faster image loading and display.