

# Thomas O'Hearne • Software Engineer

## TECHNICAL SKILLS

**Programming:** Javascript • C# • Ruby • Python • C++

**Frameworks:** React.js • Rails • Express.js

**Other:** Git • Github • PostgreSQL • MongoDB • AWS • HTML • CSS

• Sass • Bootstrap • Material UI

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## EXPERIENCE

### General Assembly – Software Engineering Student

April 2019 – August 2019

#### Software Engineering Immersive – Boston, MA

- 12 week immersive program +500 hours focused on Software Engineering and Web Development.
- Successfully created 4 single page, RESTful web applications within the tight deadlines of only 3-4 days each.
  - **EDH Deck Tools:** Developed a deck-building site for the Magic: The Gathering card game, this site uses React.js for it's front end, a Ruby on Rails back end and a PostgreSQL database to store user and deck data. A 3<sup>rd</sup> party API (Scryfall) is used to retrieve card data.
  - **Survey Says:** Worked with a team of 3 others to design and build a site for creating and taking surveys. Created the backend schema using Express.js with MongoDB and front end features using Javascript, HTML and JQuery.
  - **Recipe Database:** Developed a site for sharing, viewing and liking recipes. Created front end features with Javascript, HTML and JQuery. Developed the back end with Ruby on Rails and PostgreSQL.
  - **Tic-Tac-Toe:** Developed a site for playing tic-tac-toe. Created the front end features and game logic with Javascript, HTML and JQuery. Used Ajax to send the HTML requests to a RESTful API which stores all of the game and user data.

### Biostream Technologies, LLC – Quality Assurance Analyst

August 2017 – May 2018

#### Video Game Therapy – Boston, MA

- Tested new game features/systems for bugs and used issue tracking software to report what was found.
- Investigated known issues to discover what caused them and created notes to track findings.
- Maintained close communication with the development team to ensure issues were understood and resolved.
- Modified game systems to resolve/fix issues before pushing the changes via SourceTree.
- Analyzed game output logs to ensure that the values being logged for therapeutic purposes were correct.

### Liberty Mutual Insurance – Intern

September 2015 – December 2015

#### Talent & Enterprise Services Technology (T.E.S.T.) group – Boston, MA

- Completed project-based work in less than expected timeframes and proactively requested additional assignments.
- Created spreadsheets to document and recommend file archiving/deletion on SharePoint.
- Assisted in developing a new Wiki site for internal use by created new Wiki pages and converting word documents to work online.
- Animated a promotional clip for use during a business meeting.

### Digital Media Academy – Teacher Assistant

Summer 2013, Summer 2014

#### Full-day summer camp programs – Cambridge, MA

- Assisted in teaching programming and game development to middle-high school age children.
- Lead the class in lessons on multiple occasions.
- Worked with students to resolve issues in their code, helping them learn how to debug in the process.

## EDUCATION

### Mount Ida College, B.S., Game Art and Animation – Newton, MA

May 2016

- Learned game development skills including 3d modeling, animation, texture creation/mapping and programming for game development and tool scripting using python and C#.
- Developed collaborative skills working on group projects using Agile/Scrum methodology.
- Dean's List Spring 2014, President's Merit scholarship.
- Elected Treasurer of Mount Ida Student Game Organization. (active member 2012-2016)

## OTHER SKILLS

- 3d modeling, rigging and animation using Autodesk Maya / 3ds Max / Cinema 4d
- Shader programming for 3d textures
- Game development using Unity 3d / Unreal 4
- 2d texture creation / photo editing using Photoshop / Gimp 2
- Digital sculpting using zBrush / Autodesk mudbox
- Computer hardware (assembly / repair)