Thomas Sherwood

tom0521.github.io

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Programming Skills

- **Languages**: Java, C++, C#, Python, HTML, Javascript, CSS, Assembly, OCaml, Swift, C

- **Technologies**: Git, VIM, Unity3D

Education

- **University at Buffalo** — Buffalo, NY
  Bachelor of Science in Computer Science; GPA: 3.90 — *Aug. 2016 – May 2020*
  - **Relevent Courses**: Intro to Computer Science, How the Internet Works, Discrete Structures, Linear Algebra, Data Structures, Digital Systems, Computer Organization, Probability Theory, Physics, Intro to Programming Languages, Introduction to Algorithm Analysis and Design
  - **Honors/Awards**: Dean's List, National Society for Collegiate Scholars

Experience

- **Corning Inc.** — Fairport, NY
  Software Engineering Intern — *May 2018 - Present*
  - Developed Software for prototype augmented reality headset as well as Microsoft's Hololens, Lenovo's Mirage and the Meta 2
  - Worked with the .NET Framework as well as Unity 3D; programming in C#
  - Single-handedly created the software to be shown at The International Consumer Electronics Show

- **Arlington Central School District** — Lagrangeville, NY
  Technology Help — *Summers 2015 - 2017*
  - Troubleshot and fixed miscellaneous computer issues as required
  - Imaged computers and installed device drivers
  - Cleaned and replaced computers
  - Inventoried new and old hardware

- **District Level Technology Team** — Lagrangeville, NY
  Student Representative — *September 2015 - June 2016*
  - Provided feedback and input on potential technological additions to the school district

Activities

- **UB Hacking**
  Participated in a 24-Hour programming competition where my group and I created a game using Java

- **UB Association for Computing Machinery**
  Attend educational workshops on various aspects of Computer Science and Engineering