

TOMAS H. SEGED

Entry-Level Software Developer

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EDUCATION

George Mason University	Fairfax, VA
Bachelor of Science, Computer Science GPA: 3.44 / 4.0	2021 - Present
<ul style="list-style-type: none">Dean's Honors List, cum laudeAnticipated graduation - Dec. 2023	
Northern Virginia Community College	Alexandria, VA
Associate of Science, Computer Science GPA: 3.82 / 4.0	2019 - 2020
<ul style="list-style-type: none">President's Honors List, Summa cum laude	

SKILLS

Java · Python · C · x86 Assembly · JavaScript · ReactJS · SQL · MYSQL · MongoDB · HTML/CSS · Linux/UNIX · Spring Framework · Git · Data Structures & Algorithms · Agile Methodology · Embedded Computer Systems · Dart/Flutter · MS Office Suite

EXPERIENCE

Loops Studios Inc.	Remote
Software Engineering Intern	06/2022 - 08/2022
<ul style="list-style-type: none">Participated on weekly tech meetings to discuss present and future projects and strategies on how to improve work efficiency.Provided technical support related to web-based systems to internal teams.Collaborated with teammates, mentors, and stakeholders in an agile, test-driven environment, while learning what it means to be a professional software engineer.Commended by internship supervisor for attention to detail.	

PERSONAL PROJECTS

WIFI-Controlled Race Car[Group Project]	2023
A Grand Prix Simulation project where we developed (using Python) a WIFI-controlled race car competition. The RC consisted of a BeagleBone Black single-board computer.	
Poetic Text Generator[AI]	2023
Developed a recurring neural network in Python that generate Shakespearean texts. This neural network is able to generate and produce poetic texts based on a 'temperature value' inputted by the user.	
Homophones Finder	2022
Developed a Java program that distinguishes homophones or similar soundings words from a database(SQL) of more than 200,000 words. Implemented with data structures & algorithms.	
TS Daily Scheduler	2021
Developed a Java TUI program that creates a daily scheduler that chronologically-orders events. Implemented with data structures & algorithms. [More projects in my GitHub.]	
Employee MAnagement System [Using Spring Boot]	2023
Developed a full stack web application using the Java Spring Framework. Implemented the front-end using ReactJS, and used MYSQL for Database Management. This management application has features such as creating, updating, viewing, and deleting Employees.	