

Tomas H. Seged

Entry-Level Software Developer

571-361-8020 • Arlington, VA • thshgm@gmail.com

Links



GitHub

github.com/tomasSeged



LinkedIn

linkedin.com/in/tomashseged/



Personal Website

tomasseged.github.io/

PERSONAL PROJECTS

WIFI-Controlled Race Car [Group Project]

2022

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.

OS/161 Synchronization Primitive [Group Project]

2023

Implemented mutual exclusion locks for the OS/161 operating system in C. Maximized concurrency across threads. Synchronization primitive applied in a stop light intersection simulator where it prevents collision between vehicles, and affords precedence to cars over trucks. Utilized GitLab for version control.

Grocery Store Management System

2023

A full stack web-application - grocery store management system with a 3-tier application development (front-end, back-end, & database). Front-end implemented with HTML, CSS, and JavaScript. Back-end implemented with Python Flask server, and database implemented with MySQL.

MapReduce

2023

Developed and implemented a MapReduce library used for efficiently processing and generating large datasets using Golang. Runs on a large cluster of commodity machines and is highly scalable. This implementation has support for two modes of operation, sequential and distributed.

Poetic Text Generator[AI]

2023

Developed a recurring neural network in Python (using TensorFlow) that generates Shakespearean texts. This neural network is able to generate and produce poetic texts based on a 'temperature value' inputted by the user.

TCP Chat Room

2022

Developed a Java Chat Room Program using TCP connection. With one central server, multiple clients can join the chat room and communicate with each other. Implemented with Java Threads.

EXPERIENCE

Loops Studios Inc.

Remote

Software Engineering Intern

06/2022 - 08/2022

- Aided project manager on providing technical support related to web-based systems to internal teams.
- Participated on weekly tech meetings to discuss present and future projects and strategies on how to improve work efficiency. Collaborated with teammates and mentors 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.

EDUCATION

George Mason University

Fairfax, VA

Bachelor of Science, Computer Science | GPA: **3.44** / 4.0

2021 - Present

- Dean's Honors List, cum laude
- Anticipated graduation - Dec. 2023

Northern Virginia Community College

Alexandria, VA

Associate of Science, Computer Science | GPA: **3.82** / 4.0

2019 - 2020

- President's Honors List, Summa cum laude

SKILLS

Java • Python • C • JavaScript • SQL • MYSQL • MongoDB • HTML/CSS • Golang • Docker • Kubernetes • Haskell • TensorFlow • Distributed Systems • Git • Data Structures & Algorithms • Agile Methodology • Full Stack Web Development • MS Office Suite