

TOMAS H. SEGED

Entry-Level Software Developer

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PROGRAMMING/SCRIPTING LANGUAGES

Python Java C SQL

HTML/CSS JavaScript

FRAMEWORKS AND TOOLS

MySQL MongoDB Docker

EDUCATION

Bachelor of Science, Computer Science

George Mason
University

GPA
3.34 / 4.0

📅 12/2023

📍 Fairfax, VA

- Dean's Honors List, cum laude

Associate of Science, Computer Science

Northern Virginia
Community College

GPA
3.82 / 4.0

📅 12/2020

📍 Alexandria, VA

- President's Honors List, Summa cum laude

RELEVANT COURSEWORK

Data Structures

Algorithm Design

Database Management Systems

Object-Oriented Programming

Software Development Life Cycle

Distributed Systems

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.

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.

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.

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

Software Engineering Intern

Loops Studios LLC

📅 06/2022 - 08/2022 📍 Remote

- 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.