

# 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

📅 12/2023

📍 Fairfax, VA

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

GPA

3.34 / 4.0

#### Associate of Science, Computer Science

Northern Virginia  
Community College

📅 12/2020

📍 Alexandria, VA

- President's Honors List, Summa cum laude

GPA

3.82 / 4.0

### 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.

#### 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.

#### 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.

#### 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.