Tomas Oh

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EDUCATION

California State University, Fullerton   Expected Graduation: December 2025
Bachelor of Science in Computer Science, Minor in Mathematics   *GPA: 3.95*
Relevant Coursework: Data Structures, Software Engineering, Algorithm Engineering, File Structures and Databases

EXPERIENCE

Data Science and AI/Robotics Research Assistant | *Project ACCESS at CSUF*   June 2024 – Aug 2024
- Completed a ten-week research program, attending data science and AI/Robotics lectures, and working with a team of three to build projects to address emerging social justice issues
- Implemented fall-detection and emergency alerting functionalities for a Raspberry PI AI Vision Robot Car, utilizing YOLO v8 pose-detection model, SQLite to store owner information, and SMTB for text messaging
- Developed a machine learning model with NumPy, Pandas, and scikit-learn to predict salaries in the technology industry based on demographic data, using **70,000+** responses from the Stack Overflow 2022 Developer Survey

Supplemental Instructor | *California State University, Fullerton*   Jan 2024 – Present
- Conducted weekly sessions to reinforce students' understanding of **multivariable** and **vector calculus** concepts
- Integrated interactive and collaborative study techniques to help improve problem-solving skills for complex topics
- Fostered active student participation and peer discussion, resulting in a **10%** average grade increase

PROJECTS

Fullyhacks | *Next.js, ReactJS, TypeScript, TailwindCSS, MongoDB, Prisma*   ⬡ acmcsufoss/fullyhacks
- Collaborated as a team of six to build the website for Fullyhacks, the largest **year-round hackathon** at California State University, Fullerton with **400+** applicants
- Delegated tasks to teammates, documented bugs and feature requests, and actively contributed to code reviews
- Implemented UI components across multiple pages and refactored the codebase for a more consistent architecture

vimaroo | *SvelteKit, TypeScript, TailwindCSS, Supabase, Monaco, Vim*   🔗 vimaroo.vercel.app
- Built a web application that allows users to practice **Vim** keybindings through motion-focused tests
- Leveraged the Monaco and monaco-vim libraries, emphasizing precise navigation and movement within the editor
- Used Supabase and PostgreSQL for authentication, user management, and storing statistics in a database

char-roles-bot | *Deno, TypeScript, Discord REST API*   ⬡ tomasohCHOM/char-roles-bot
- Developed a Discord application to automatically assign/remove roles in a server via slash commands
- Utilized the Discord REST API to handle **80+** roles for a server with **400** members

go-blueprint | *Go, Cobra CLI*   ⬡ Melkeydev/go-blueprint
- Contributed to an open source CLI tool that automatically spins up Go projects (**2.6k+** GitHub stars)
- Implemented a flag that allows users to opt out from creating a git repository, resolving **16%** of reported bugs

SKILLS

Programming: C, C++, Python, TypeScript, JavaScript, Go, Java, Rust, HTML/CSS, SQL
Technologies: Next.js, ReactJS, Node.js, Svelte/SvelteKit, FastAPI, NumPy, Pandas, scikit-learn, TailwindCSS
Databases/Services: PostgreSQL, SQLite, MongoDB, Supabase, AWS, Netlify, Vercel
Tools: Git, Vim/Neovim, Jupyter Notebook, Postman, MS Office, Figma

EXTRACURRICULARS

Open Source Software Team Lead, Officer | *Association for Computing Machinery (ACM)*   Jan 2023 – Present
- Led a branch of the **largest computer science club** at California State University, Fullerton (**1000+** members)
- Maintained the club's **Open Source Software** initiative and organization, tailoring workshop and project ideas toward Open Source development and its impact in the engineering space
- Collaborated with fellow student developers to build software tools with positive impacts on the community