# Tomas Oh

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## Education

**California State University, Fullerton** Expected Graduation: May 2026
*Bachelor of Science in Computer Science* *GPA: 3.95*
**Relevant Coursework:** Data Structures, Software Engineering, Algorithm Engineering, File Structures and Databases

## Experience

**Supplemental Instruction** | *California State University, Fullerton* January 2024 – Present
- Integrated interactive and collaborative study techniques, enhancing student learning of Calculus III concepts
- Encouraged active student participation and peer discussion, resulting in a 10% average grade increase

**Research Assistant** | *Project ACCESS* February 2024 – Present
- Participated in a year-long research program, engaging in data science and cybersecurity projects to provide awareness on emerging social justice issues
- Attended several workshops on topics such as study skills, career opportunities, and C++ programming

## Projects

**Clubannounce** | *Github* August 2023 – Present
- Collaborated as a team of three to create a full-stack web application to speed up the process of creating announcements within ACM, the largest computer science club at California State University, Fullerton
- Tasked to create website design prototypes using Figma and develop the front-end of the application with **SvelteKit, TypeScript, and Sass**
- Created design documents with teammates to organize workflow, benchmark our progress, and annotate potential new features to be implemented to enhance UX (User Experience)

**Devdle** | *Demo* | *Github* July 2023 – August 2023
- Built a full-stack Wordle-inspired application in **SvelteKit** and **TypeScript**, encompassing **50+** software-related and web development concepts while providing educational content and a learning experience for users
- Integrated Supabase **Social OAuth** to enable user authentication with Google, Github, and Discord accounts
- Implemented advanced full-stack application patterns such as **Server-Side Rendering (SSR)**, cookie sessions, and progressive enhancement for an improved UX

**CanvasFindPeople** | *Github* August 2023 – September 2023
- Utilized the CanvasAPI to create a Discord bot focused on searching people through Canvas courses
- Used **SQLite** with **Python** to store users' Canvas API keys in a lightweight fashion through Discord commands
- Provided multiple searching options (Linear, Binary Search) and **CRUD** operations for the bot's flexibility of use

**MatriXpert** | *Demo* | *Github* June 2023 – July 2023
- Developed a comprehensive calculator website aimed to perform multiple linear algebra operations using **React.js, Sass, Katex** and deployed on Netlify
- Implemented operations such as matrix multiplication, transpose, determinant, and REF/RREF, ensuring edge-case handling within user input
- Generated end-to-end unit testing on the underlying matrix algorithms using **Vitest**

## Skills

**Programming**: C/C++, Python, TypeScript/JavaScript, Rust, Java, HTML/CSS, SQL
**Web Development**: Next.js, ReactJS, Node.js, Deno, Svelte/SvelteKit, Prisma, Sass, TailwindCSS, Supabase
**Tools**: Git/GitHub, VIM, Bash Shell, MS Office, Netlify, Vercel, Figma
**Languages**: English, Spanish, Korean

## Extracurriculars

**ACM at California State University, Fullerton** | *Board Member, Fullyhacks organizer* January 2023 – Present
- Led and organized workshops on technologies such as SvelteKit and VIM for CSUF's largest computer science club
- Collaborated with fellow student developers to build open source projects for the organization's benevolent
- Co-developed the website for Fullyhacks, (year-long hackathon), using Next.js, TypeScript, and TailwindCSS