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, Operating Systems, Web Back-End Engineering

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, Firebase, AWS
Tools: Git, Linux, Vim/Neovim, tmux, Jupyter Notebook, Postman, MS Office, Figma

EXPERIENCE

Open Source Software Team Lead | *Association for Computing Machinery (ACM)* Jan 2023 – Present
- Led an **open source software** initiative, consisting of **60+** student contributors and **20+** maintained projects
- Collaborated with fellow members to build full-stack, back-end, and infrastructure solutions that benefited the community, exposing students to multiple languages, technologies, and design patterns
- Hosted weekly workshops centered around open source development and its impact in the engineering space

Data Science and AI/Robotics Research Assistant | *Project ACCESS at CSUF* June 2024 – Aug 2024
- Completed a ten-week research program, attended data science and AI/robotics lectures, and collaborated with a team of three to build projects addressing 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

Full-Stack Web Developer Officer | *FullyHacks 2024* Sep 2023 – Feb 2024
- Collaborated with a team of six to build the website for Fullyhacks, the largest **year-round hackathon** at California State University, Fullerton, attracting **400+** applicants and **10** sponsors
- Implemented multiple pages and refactored **Next.js** and **TypeScript** codebase for a more consistent architecture
- Delegated tasks to teammates, documented bugs and feature requests, and actively contributed to code reviews

PROJECTS

vimaroo | *SvelteKit, TypeScript, TailwindCSS, Supabase, Monaco, Vim* 🔗 vimaroo.vercel.app
- Built a web application that allows users to practice **Vim** keybindings, featuring interactive, motion-focused tests
- Used Supabase and PostgreSQL for authentication, user management, and real-time user statistics storage
- Added editor customization settings integrated with the **Monaco** code editor (word wrap and font size)

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

aoc-dailies | *Deno, TypeScript, Discord REST, Advent Of Code* ⬤ tomasohCHOM/aoc-dailies
- Developed a Discord webhook to send Advent Of Code daily challenges to a server with **2000+** members
- Set up a cron job to scrape challenge information and links, and deliver them as Discord embed messages

EXTRACURRICULARS & LEADERSHIP

Association for Computing Machinery | Team Lead, Board Officer, Open Source Contributor Jan 2023 – Present
FullyHacks | FullyHacks 2024 Web Dev Officer, Incoming Web Dev Team Lead for FullyHacks 2025 Sep 2023 – Present