Tomas Oh

Education

California State University, Fullerton

Aug 2022 - Dec 2025

B.S. Computer Science, Minor in Mathematics

GPA: 3.96/4.0

Relevant Coursework: OOP, Data Structures, Software Engineering, Operating Systems, Web Back-End Engineering

Experience

Full-Stack Development Lead | FullyHacks 2025

Aug 2024 - May 2025

- Led a team of 7 developers to build and launch the official website for FullyHacks, CSUF's largest 24-hour hackathon.
- Designed a responsive web application with **Next.js**, **React**, and **TypeScript**, showcasing the hackathon's information and impact, while storing application submissions in **MongoDB** for efficient review and management.
- Attracted 400+ applicants secured and 10 sponsors by creating a polished user experience across the website.
- Automated deployments with a CI/CD pipeline and improved team productivity through effective task delegation.

Supplemental Instruction Leader | California State University, Fullerton

Jan 2024 - May 2025

- Conducted weekly sessions to reinforce multivariable and vector calculus concepts through practical examples.
- Designed collaborative group challenges to enhance students' conceptual understanding of complex mathematical topics.
- Facilitated active engagement and peer-led discussions among **30+** students, leading to a **10%** improvement in class performance.

Data Science and AI/Robotics Research Intern | Project ACCESS at CSUF

June 2024 - Aug 2024

- Spearheaded two project initiatives, collaborating with 5 researchers in building solutions to address social justice issues.
- Built an ML model with Python and scikit-learn to predict salaries in the tech industry based on demographic data.
- Integrated fall-detection and emergency alerting functionalities for a **Raspberry PI 5** Robot Car with YOLO v8 pose-detection selected by the program's director to document our findings in an IEEE conference paper.

Projects

vimaroo | SvelteKit, TypeScript, TailwindCSS, Supabase, Monaco, Vim

ntomasohCHOM/vimaroo

- Created a web application that allows users to practice Vim keybindings, featuring interactive, motion-focused tests.
- Leveraged Monaco editor and Svelte's state management by incorporating various game modes and user customizations.
- Seamlessly integrated authentication and real-time user statistics, attracting 100+ users and earning 30+ GitHub stars.

aoc-dailies | Deno, TypeScript, Discord REST, Advent Of Code

tomasohCHOM/aoc-dailies

- Implemented a Discord webhook to send Advent Of Code daily challenge notifications to a server with 2000+ members.
- Automated daily challenge updates with **cron jobs** and **web scraping**, delivering them via Discord embeds.

go-blueprint | Go, Cobra CLI, Docker, Vite

• Melkeydev/go-blueprint

- Contributed to an **open source** CLI tool that spins up Go projects with popular frameworks (**4.700**+ GitHub stars).
- Resolved 16% of reported bugs by implementing a proper git repository integration step for generated projects.

Skills

Languages: C, C++, Python, TypeScript, JavaScript, Go, Java, Rust, HTML/CSS, SQL **Web Development**: Node.js, Express, Next.js, ReactJS, Svelte, Flask, FastAPI, TailwindCSS **Databases & Cloud**: PostgreSQL, SQLite, MongoDB, Supabase, Firebase, AWS, Docker, Redis **Tools**: Git, Bash, Linux, Vim, REST APIs, CI/CD, Jupyter Notebook, Postman, MS Office

Leadership

Open Source Software Team Lead | Association for Computing Machinery (ACM)

Aug 2024 - May 2025

- Led an open-source software initiative within CSUF's largest computer science club, consisting of 100+ contributors.
- Advanced weekly workshops focused on open-source development, incorporating interactive sessions and guest talks by open-source maintainers, resulting in a 50% increase of attendees compared to previous years.
- Collaborated with fellow team members to develop 20+ open-source projects (full-stack, front-end, and infrastructure).