Tom Lum

/// Full Stack Software Developer /// www.TomLum.com /// TomLumMail@gmail.com ///

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/// Work Experience
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Kickstarter /// *Full Stack Developer*   [Jun '19 – Present]

Developed features in React/Rails/Typescript/GraphQL for the System Integrity team to address systemic issues on the platform. Built tools to support creators, like the budget breakdown visualization, as well as abilities to empower backers, such as the dynamic "Your Voice Matters" feedback module.

Organizer with Kickstarter's Creative Coding Club. Presented on a range of technical, creative, and interdisciplinary topics, and organized guest speakers.

McKinsey New Ventures /// *Full Stack Developer*   [Sep '17 – May '19]

Led front end development, and worked full stack on building bespoke React/Node business analytic tools from the ground up, from ideation with clients to deployment.

Amazon /// *Full Stack SDE Intern*   [Summer '15]

Designed and developed interactive seller preference systems in jQuery/Java.

Vassar College /// *Computer & Cognitive Science TA*   [Sep '14 – May '17]

Taught and gave individual instruction to students in courses covering introduction to computer science, data structures and algorithms, robotics, and scientific experiment design.

Built software to assist students' experiments, including an EEG visualization application to integrate with legacy lab equipment.

/// Independent Projects
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SuperLuminauts /// *SuperLuminauts.com*   [Jan '17 – Present]

Created, managed, and worked on a small team to build and independently release a video game on Steam that has been played by over 55,000 people.

Responsible for all design, programming, art, release scheduling, events, and marketing.

Doodle Brains /// *TomLum.com/doodle-brains*   [Aug '17 – Present]

Light hearted, interactive essays exploring the relationship between humans and computers by building web apps, twitter bots, neural networks, iPhone apps, 3D visualizations, and more.

/// Education
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Vassar College (2017)
Bachelor of Arts:
Computer Science &
Cognitive Science
GPA: 3.58

/// Skills
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Proficiency with:
React, Node, Typescript,
JS/HTML/CSS, D3,
GraphQL, Git

Experience with:
Ruby/Rails, Python, R, Java

Miscellaneous:
Video Editing (*Davinci Resolve*),
Audio Editing (*Logic*),
Image Editing (*GIMP*),
Clip Studio Paint, Guitar,
Drums, Piano, Cello,
Tap Dance