

Thomas Lum

www.TomLum.com | TomLumMail@gmail

Education

Vassar College (2017)

Bachelor of Arts: Computer Science & Cognitive Science - GPA: 3.58

Experience

McKinsey New Ventures – Software Engineer/Digital Analyst *2017 - Present*

- Led front end development, and worked full stack on React/Node web apps, from ideation to deployment.
- Worked on various domain specific client projects, ranging from Ruby/Rails business analytics to React Native iPad games.

Vassar College – Teaching Assistant *2014 - 2017*

- Lectured and individually taught students in computer science and cognitive science classes, including computer science 101, robotics, data structures & algorithms, and cognitive research methodology.
- Built a bespoke visualization tool to integrate with legacy EEG equipment to aid with a class's research experiment.

Amazon – SDE Intern *Summer 2015*

- Designed and implemented a full stack service and UI in Java/jQuery/HTML/CSS for sellers to use combinatorial user preferences.

Projects

SuperLuminauts – www.SuperLuminauts.com *2016 - Present*

- Created and managed a small team to build and independently release a video game on Steam that has been played by over 55,000 people.
- Responsible for design, programming, art, release scheduling, websites, events, and marketing.

Doodle Brains – www.TomLum.com/doodle-brains *2017 - Present*

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

Storion – www.Storion.org *2018 - Present*

- A website for changing the way we read and share news.
- Designing and developing a full-stack application using React, Express, Auth0, AWS Cloudfront, and Heroku.

Skills

Proficiency with: React, Node, JS/HTML/CSS, Java, Lua, Lisp, Git.

Experience with: Python, R, Ruby, Haskell.

Miscellaneous: Video Editing (DaVinci Resolve), Audio Editing (Logic), Image Editing (Gimp), Guitar, Drums, Piano, Cello, Tap Dancing.