

TOM MACH

SOFTWARE ENGINEER

+1 (510) 918 - 8823

Oakland, California

tom.m.mach@gmail.com

[linkedin.com/in/tom-mach/](https://www.linkedin.com/in/tom-mach/)

github.com/tommach591

tommach591.github.io

EDUCATION

San José State University

Bachelor of Science
Computer Science

Aug 2019 - May 2022

3.34 GPA

COURSES

Data Structures and Algorithms,
Object Oriented Design, Operating
Systems, Computer Game Design,
Database Management Systems,
NoSQL

SKILLS

C++, Java, C#, JavaScript, C,
Python, CSS, HTML, React, SQL,
NoSQL, Unity, Visual Studio Code,
Google Suite, MySQL, Cassandra,
Redis, MongoDB, Neo4j, Docker

EXPERIENCE

Barista

Mar 2020 - Aug 2020

Sharetea

- Managed incoming customers and 4 online ordering apps to control a steady flow of orders so my coworkers are not overworked.

Food Runner

Jan 2019 - May 2019

Kinja Sushi Bar and Restaurant

- Kept customers happy by clearing tables and refilling their water leading to an increase in tips by 5-20%.

Teaching Intern

Aug 2014 - Jun 2016

East Bay Asian Youth Center

- Guided students through their homework to improve learning.
- Facilitated 40% of the class activities throughout the day.

PROJECTS

Facebawk

Web App (Dec 2022)

celebrated-tartufo-3c031c.netlify.app

- Full stack project using MongoDB, Express, React, NodeJS, and HTML/CSS.
- Back end hosted on Heroku, front end hosted on Netlify.
- This is a Facebook clone built within 2 weeks.

Tummybot

Discord Bot (Jun 2022)

github.com/tommach591/TummyBot

- Deployed on Heroku to maintain 24 hour uptime.
- Used 50 times a day by 23 users.
- Utilized AWS S3 to store JSON files of user data, such as points, stats, inventory, and history of obtained items.
- Implemented 85 features to allow users to earn and spend points, such as minigames, fishing, gardening, and pet care.
- Developed a trade system that allows users to perform transactions with one another.

Wizard

Action Game (Dec 2020)

narwaltz.itch.io/wizard

- Built using Unity and published on itch.io.
- Improved user controls and gameplay by fixing bugs found from play testing.
- Designed 4 unique bosses for each level, each with different mechanics.