Tom Mach

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PROJECTS

Tummybot — *Discord Bot (June 2022)*

[Tummybot Github Repository Link](#)

- 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.

Board Game Notes — *Web App (June 2022)*

[Board Game Notes Github Repository Link](#)
[Board Game Notes Link](#)

- Note taking app for the board game, Awkward Guests.
- Responsible for fixing bugs and implementing new features.

Wizard — *Action Game (December 2020)*

[Wizard itch.io Link](#)

- 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.

EXPERIENCE

Sharetea, Fremont— *Barista*

March 2020 - August 2020

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

Kinja Sushi Bar and Restaurant, Oakland— *Food Runner*

January 2019 - May 2019

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

East Bay Asian Youth Center, Oakland— *Teaching Intern*

August 2014 - June 2016

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

EDUCATION

San Jose State University, San Jose — B.S. Computer Science

August 2019 - May 2022

SKILLS

C++, Java, C#, Javascript, C, Python, SQL, NoSQL, Unity, Visual Studio, Google Suite, MySQL, Cassandra, Redis, MongoDB, Neo4J, Docker, ibisPaint, Paint Tool SAI

RELEVANT COURSES

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