Tom Mach

Software Engineer

Oakland, CA • **(510) 918-8823** • **LinkedIn** • **Github** • **Portfolio** • **tom.m.mach@gmail.com**

Skills

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

Education

San José State University - Bachelor of Science in Computer Science (Aug 2019 - May 2022)

Relevant Courses

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

Experience

Barista at Sharetea   **Mar 2020 - Aug 2020**
- Managed incoming customers and 4 online ordering apps to control a steady flow of orders so my coworkers are not overworked.

Food Runner at Kinja Sushi Bar and Restaurant   **Jan 2019 - May 2019**
- Kept customers happy by clearing tables and refilling their water leading to an increase in tips by 5-20%.

Teaching Intern at East Bay Asian Youth Center   **Aug 2014 - Jun 2016**
- Facilitated 40% of the class activities throughout the day and guided students through their homework to improve learning.

Projects

Facebawk - Web App (Dec 2022)   **Demo** | **Github**
JavaScript, HTML, CSS, Node.js, React.js, Express.js, MongoDB, Heroku, Netlify
- Developed a visually appealing website utilizing React.js, HTML, and CSS.
- Integrated MongoDB to efficiently store account information and achieve scalable performance.
- Users are allowed to search and add friends to build their own network and customize their own newsfeed.

Tummybot - Discord Messaging App Bot (Jun 2022)   **Github**
JavaScript, Node.js, Discord.js, Heroku
- Maintain an average of 50 daily usages by 23 users by operating 24 hours a day on two servers.
- Utilized AWS S3 to securely store JSON files containing user data, including points, stats, and inventory, enabling seamless progress tracking for users.
- Implemented 85 features, such as minigames and transactions, to allow users to earn and spend points.

Wizard - Action Game (Dec 2020)   **Demo**
Unity, C#
- Collaborated with a team of 2 artists and 2 engineers to discuss and establish all aspects of the project.
- Refined gameplay by fixing bugs and updating player controls.
- Designed and implemented 4 distinct boss characters, enhancing challenge and player engagement.