TOM MACH

SOFTWARE ENGINEER

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Oakland, California

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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

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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

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.

Board Game Notes   Web App (Jun 2022)

boardgamenotes.web.app

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

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.