

# TOM MACH

SOFTWARE ENGINEER

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[github.com/tommach591](https://github.com/tommach591)

[tommach591.github.io](https://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](https://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.
- Facebook clone built within 2 weeks.

### Tummybot

Discord Bot (Jun 2022)

[github.com/tommach591/TummyBot](https://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](https://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.