

# TONISHEE R. SMITH

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## EDUCATION

### Georgia Institute of Technology

B.S. Computational Media  
Threads: Media / Interaction  
Design and Experimental Media

August 2016 - December 2019

GPA: 3.92

### IT University of Copenhagen

Digital Design and Interactive  
Technologies

January 2019 - June 2019

## SKILLS

**Programming:** Java, JavaScript /  
Typescript, Python, C#, C

**Web Development:** Angular,  
HTML / CSS

**Testing:** Unit Testing, Behavior  
Driven Development, Usability  
Testing

**Prototyping:** Figma, Adobe XD

**Design:** Adobe Creative Suite

## TOOLS & APPLICATIONS

VSCode, Processing 3, Unity +  
Vuforia SDK, Android Studio

## PROFESSIONAL CERTIFICATES / CERTIFICATIONS

GTx: Human Computer Interaction  
**In Progress (2 of 4 courses  
completed)**

CIW v5 Database Design  
Specialist Certified  
**April 2015**

MOAC MTA Database  
Administration Fundamentals 98-  
364 Certified  
**January 2015**

MOAC MTA Software  
Development Fundamentals 98-  
361 Certified  
**January 2015**

## WORK EXPERIENCE

### Field Systems Team | Dycom Industries, Inc.

Associate Software Engineer (Front-end)

**February 2020 - Present | Palm Beach Gardens, FL**

- Maintained company's progressive web applications and tools with the Angular 9 framework and enforced application stability through Unit Testing
- Implemented 135+ step implementations, covering 4 main application features, running in headless chrome using Python's behave framework and Selenium for the flagship application
- Upgraded a servicing progressive web application from AngularJS to Angular 9
- Frameworks: Angular, Behave | Programming languages: Python, JavaScript/TypeScript

### Information Technology Internship | Dycom Industries, Inc.

User Experience Intern

**June 2019 - August 2019 | Palm Beach Gardens, FL**

- Led a project defining the role of augmented reality technology as it pertains to the company's telecommunications process
- Designed and developed an AR prototype for iOS and Android devices
- Outlined design guidelines for AR applications as part of the company's design system
- Applications: Unity & Vuforia SDK | Programming language: C#

### Paper & Clay Art Studio | Georgia Institute of Technology

Newsletter & Social Media Content Coordinator

**January 2018 - December 2019 | Atlanta, GA**

- Managed print orders, hosted events, and created internal and external sign material
- Created and administered studio newsletter via MailChimp, established studio social media content and theme via Instagram and Facebook

## RESEARCH

### Tree Growth Graphics Simulation | Georgia Institute of Technology

Undergraduate Research Project, supervised by Professor Greg Turk

**August 2018 - December 2018 | Atlanta, GA**

- Explored algorithms and procedures to simulate the growth of 5 different species of trees in a 3D graphic environment
- Implemented concepts include ortho-normal basis, matrix transformations, and object-oriented programming to achieve the graphical representations.
- Application: Processing | Programming language: Java

## PROJECTS

### Online Portfolio | In Progress

**Angular, VSCode | JavaScript / Typescript, HTML, CSS / SCSS**

- Goal: to develop a progressive web application with a clear theme using Angular Material components and Angular Flex Layout to replace current template portfolio
- Development process is as follows: sketching and prototyping with pen and paper as well as with Figma, component / project development planning, and development

### Subdivision Meshes | 2018

**Processing | Python**

- Calculated mesh subdivision for 5 3D polygons using the corners table method
- Program shows visible changes for 3D polygons up to 4 iterations of subdivision

### Ultimate Cone Stack | 2017

**Gameboy Advanced Emulator | C**

- Programmed and designed artwork for a 2D sprite game
- Features include: dynamic sprite creation using structs, tile maps, state machine driven transitions, and 3 levels equipped with mechanisms for enjoyable game play

## RELEVANT COURSEWORK

### COMPUTER SCIENCE

Object Oriented Programming  
Data Structures and Algorithms  
Media Devices and Architecture  
Computer Graphics  
Video Game Design  
Computational Aesthetics

### MEDIA

Principles of Visual Design  
Constructing the Moving Image  
Principles of Interaction Design  
Experimental Digital Art  
Concept Development  
Locative Media