

Thomas Plamondon

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Passion for anime, manga, cosplay, cute things, and games. Able to speak and write Japanese at an intermediate level.

Software Development Experience

Vancouver Datajam 2020 website, 2020

<https://www.vancouverdatajam.ca/>

I helped to create the website for the Vancouver Datajam using HTML5 and Node.js

- Developed the frontend with a team, collaborating using GitHub
- Worked with a senior web developer using gulp and XCSS to streamline CSS development

Work Experience

Angel Answering Service (Call Center), April 2021 – Present

- Answer calls and take messages for various businesses

PROJECTS

Discord Bot, 2019

<https://github.com/nyhchang/NicoBot>

Worked with a team of three for a community discord server to handle issues involving lack of message history for moderating and lack of community features. We used the discord.net api and C# to implement the bot, including a few other api's for user experience.

- Helped to implement logging allowing moderators to know when messages were edited or deleted, as well as being able to view the original message.
- Implemented automated messages on certain dates.

Visual Novels, 2019

<https://drive.google.com/open?id=1JceyOrWFRurEY5iAHDFR2wv-bsEE5jTn>

Working with my sister, we created a visual novel for on our courses. The game ran on Ren'Py with python used for scripting.

- I led the programming, as well as assisting with writing.
- Created character sprites using GIMP and taking screenshots from a game with strong emphasis on character creation.

Website Creation, 2017

https://github.com/tplamondon/Pizza_Delivery

Worked with a team of four to implement a pizza delivery website for a fake restaurant for a group project. The project used Ruby on Rails as the backend, and Bootstrap as the frontend.

- Worked on both the backend and the frontend of the website.
- Me and my sister's efforts on the backend led to our group receiving the highest mark in the class for the project.

100% Orange Juice Board Creator, 2019

<https://github.com/tplamondon/OJ-Board-Creator>

Using Unity and C#, I created a board creator for the game 100% Orange juice to allow in conjunction with another community tool, importing custom boards into the game.

- GUI based that involves selecting a tile and placing it on the board, as well as placing arrows to control the direction players will move.
- Support zooming in and out.

Eilacogs + Ren, 2021

<https://github.com/tplamondon/eilacogs>

<https://github.com/SFUAnime/Ren>

Using python and Redbot libraries, created functions for users of redbot, specifically, Ren for SFU Anime

- Added a source command to use trace.moe api to lookup the source of an anime screenshot (Eilacogs + Ren)
- Added a command to get a random catgirl image (Eilacogs)
- Added a command to store information about a user's Final Fantasy 14 character and display some information about it

SKILLS

- **Programming Languages:** Java, C, C++, C#, Python, HTML, SQL, CSS
- **Frameworks:** Ruby on Rails, Bootstrap, Ren'Py, Unity 2D
- **Software:** MS Office (Word, Excel, PowerPoint), Git, Maya 2018
- **Hardware:** Cisco switches and routers.

EDUCATION

Bachelor of Science, Major in Computing Science with Distinction

2014-2019

Simon Fraser University, Burnaby, BC

GPA: 3.67

Selected Coursework: Artificial Intelligence, Game Studies, Narrative & New Media, Operating Systems, Software Engineering, Data Structures / Programming, Database Systems, Computer Graphics, Tech Writing, User Interface Design, Data Communications / Networking, Web Based Info Systems, Requirements Engineering.