**THOMAS WILSON**

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**EXPERIENCE:**

**Software Engineering Internship. Northrop Grumman Corporation** **Summer 2019 - Present**

* Worked as part of Northrop Grumman’s Space System Division.
* Successfully programmed embedded flight software for spacecraft common flight software baseline.
* Collaborated in team environment to write code.
* Wrote C/C++ code in Visual Studio designed to perform across multiple operating systems, like Windows and VxWorks.
* Debugged code to improve memory usage and prevent memory leaks.
* Ran spacecraft simulations on proprietary Northrop Grumman Simulation environment to test code.

**UMD Game Programming Project, Character Movement and Level Design Fall 2020**

* Collaborated with a group of 2 other students to design a video game in Unity C# to meet certain criteria and present to class and faculty
* Implemented features such as hierarchical modelling, collision detection, and interruptible coroutines

**UMD Reverse Engineering and Hardware Security Project Fall 2020**

* Designed and programmed an application in C and assembly to analyze binary files and use an authentication system to verify different users
* Reverse engineered another student’s application to determine functionality and security vulnerabilities

**UMD Engineering Design Project, Programming Sub-Group Leader** **Spring 2018**

* Collaborated with a group of 10 students to design, build, and test an over sand vehicle on a budget of $400 within 3 months
* Programmed the OSV using Arduino to navigate around obstacles within 250 mm of a black box signal and transmit its location
* Created full technical drawings of OSV parts in Autodesk Inventor
* Wrote and presented a 25-page design report to faculty

**EDUCATION:**

**B.S. Computer Engineering Anticipated May 2021**

University of Maryland, College Park, MD **Cumulative GPA: 3.62**

* Presidential Scholarship Recipient
* Member of the Dean’s List, A. James Clark School of Engineering
* Member of Honors College: Entrepreneurship and Innovation Program

**Notable Coursework:**

Game Programming, Organization of Programming Languages, Algorithms, Operating Systems, Reverse Engineering and Hardware Security, Video Games and Game Studies

**SKILLS:** C/C#/C++, Unity, Visual Studio, VxWorks, Java, MATLAB, Arduino, MS Office