Thomas Suffoletta

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Education

NORTHWESTERN UNIVERSITY, *Evanston, IL*
B.S. in Computer Science — Anticipated June 2022
GPA: 3.903/4.000
Relevant Coursework:
Data Structures & Algorithms | Machine Learning | Human-Computer Interaction

Work Experience

Undergraduate Researcher — May 2020 – Present
Professor Mike Rubenstein, Northwestern University, Evanston, IL
- Created a physics simulation using PyBullet to model behavior for swarm robots with unique locomotion.
- Implemented algorithms for light sensing and structure reinforcement to test group behavior.
- Designed and ran experiments with different initial conditions and presented results at group meetings.

Teaching Assistant — April 2020 – June 2020
Northwestern University, Evanston, IL
- Hosted weekly lab section and office hours for Fundamentals of Computer Science II (C++).

Coding Camp Counselor — Summer 2018 & Summer 2019
Future Set Tech Camp, Austin, TX
- Taught children ages 8-15 programming and math skills with a team of other counselors, using several programming languages, including Python, JavaScript, HTML, and Scratch.
- Contributed to teaching curriculum, made improvements to code, and wrote notes for future teachers.

Projects

Microgame Madness – Unity & C# (Primary Developer and Team Leader) — October 2019 – April 2020
- Organized team to create Microgame Madness, a marathon of small challenges increasing in difficulty.
- Developed first eight games and a common back-end.
- Arranged weekly team meetings and delegated work to team members.

AssassinWebApp – PHP & SQL — November 2019
- Developed back-end for web server facilitating and streamlining dorm's quarterly "Assassins" game.
- Automated significant parts of administrative process, removing need for game actions to be manually confirmed via email by game officials.
- Produced front-end web portal for users and administrators.

A* Maze-Solver – Python — December 2019
- Utilized the A* algorithm to produce a maze-solving application.
- Implemented GUI using the Tkinter library to allow users to draw unique mazes.

Skills

Languages: Python, C++, JavaScript, PHP, SQL, HTML, MATLAB, Java
Tools: Git, Anaconda, NumPy, PyTorch, PyBullet, VSCode, Unity

Extracurricular Activities

Pioneers of Interactive Entertainment (Team Leader and Game Developer).
Northwestern Smash Club (Volunteer Tournament Organizer and Power Ranked Player).