Tomohide Bessho (Tomo)

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Education

Univ. of Nebraska-Lincoln, Lincoln, NE, Aug. 2018 – May 2022 (Anticipated)
- Major: Mathematics and Computer Science | GPA: 3.97
- *Scholarships:* Regents Scholarship, Eastman Scholarship

Relevant Experience

CAT Vehicle Undergraduate Researcher, Univ. of Arizona, Jun. 2020 - Aug. 2020
- Worked remotely to optimize neural networks to measure distances from a camera on a self-driving car
- Demonstrated commitment to research and ability to adapt to circumstances placed by COVID-19
- Delivered a video explaining my experience doing remote research, a research paper, and a demo

Constraint Propagation Undergraduate Researcher, Univ. of Nebraska-Lincoln Sep. 2019 – May 2020
- Rewriting and restructuring the graphical interface of a game of SET and Minesweeper solver
- Implementing and updating constraint processing logic into the solvers
- Collaborate with graduate mentor and supervisor to communicate progress and further research
- Demonstrate ability to learn HTML, CSS, JS React and JS Redux quickly

Collaborative Human-Robot Interactions Researcher, Univ. of Nevada, Reno, Jun. 2019 – Aug. 2019
- Calibrated a multi-laser system to track moving people to predict their future movements with Python and ROS
- Applied matrix transformations and linear regression to calibrate the multi-laser system
- Primary author of a research paper that is currently in submission
- Established ability to keep up with high workload, collaborate with supervisors, and present findings

Undergraduate Researcher, Univ. of Nebraska-Lincoln, Sep. 2018 – May 2019
- Restructured and enhanced the frontend & backend of an agricultural simulation game in Unity with C#
- Discussed and collaborated with professors and development team on a weekly basis about progress

Mobile App Developer, Univ. of Nebraska Omaha, May 2017 – Jul. 2017
- Developed a Risk Assessment App while consulting with the client to enhance a survey
- Collaborated with the supervisor and the development team for 20 hours/week for 8 weeks

Projects

Grociri - Personal Grocery App, Aug. 2020 – Nov. 2020
- Created an MVC application with emphasis on iDesign, agile development, and unit testing in ASP.NET Core

Minesweeper Solver, Aug. 2019 – Nov. 2019
- Rebuilt UI and implemented logic into the solver using JS React, JS Redux, HTML, and CSS

Laser Calibration with People Detection ROS Package, Jun. 2019 – Aug. 2019
- Calibrated multiple laser scans with matrix transformations and shape detection in Python and ROS

Basketball Simulator, Feb. 2018 – May 2018

Weather Application, Aug.. 2017 – Feb. 2018

Work Experience

CSCE Teaching Assistant, Univ. of Nebraska-Lincoln Aug. 2020 - Current
- Assist professors in grading homework assignments and quizzes for both undergraduate and graduate students
- Awarded 2020-21 Outstanding Undergraduate Teaching Award

Cashier, Walmart, May 2018 – Jul. 2018

Technical Skills

- Programming Languages: Java, ASP.NET Core, Python, JavaScript, C#, CSS, HTML, JS React, JS Redux, SQL
- Fluent in working with: Linux, Visual Studio, VS Code, Unity, Tensorflow, ROS, Premier Pro, LaTEX