THOMAS S. BRAUN
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EDUCATION

Amherst College, Amherst MA – GPA: 3.85/4.0   Expected Graduation May 2022
- Bachelor of Arts with dual major in Computer Science and Political Science.
- Senior Honors Thesis in progress: "Use of Advanced Technology and Weaponry by Non-State Actors."
- Author: *"Drones and Terror Groups,"* in *United States Air Force Air University Journal,* Sept. 2020.
- Relevant Coursework: includes Object-Oriented Programming 1 & 2, Computer Systems, Intro to Statistics, Electronic Systems, Technology and National Security, Data Structures, Programming Language Paradigms, Computer Algorithms, Machine Learning, Parallel and Distributed Computing, Performance Evaluation and Optimization.
- Stanford University CS 193p – Developing apps for iOS.

Latin School of Chicago, Chicago IL – GPA: 3.93/4.0   June 2018
- Editor-in-Chief and webmaster of student-run foreign language blog, *Worldly Roman.*

EXPERIENCE

Microsoft, Redmond, WA   Summer 2021.   Software Engineer Intern
Collaborated with teams in the Microsoft Azure Identity and Network Division and worked independently to enable a secure, easy, and efficient cross tenant login system within the Azure cloud. Created tests to ensure implementation worked properly without impacting other parts of the pipeline.

Amherst College Department of Computer Science, Amherst, MA   2019-Present
Selected by CS Department to serve as Teaching Assistant and Peer Tutor for three consecutive semesters. As Teaching Assistant and Gregory S. Call Intern, I worked with the Professors for Computer Systems and Parallel and Distributed Computer to prepare and grade projects, assist in lab sessions, respond to students' questions about course material, and provide academic support to students. As Peer Tutor, I developed individually tailored tools and methods to tutor students in computer science courses and help them build a better understanding of course materials.

WayToStay, Tel Aviv, Israel   Summer 2020   Software Engineer Intern
Built software capabilities and developed marketing strategy to attract new customers for start-up offering online cultural experiences and remote team building activities to customers across the globe.

ThinApp, Chicago, IL   Summer 2020   Software Engineer Intern
Worked with start-up to develop bespoke iPhone and Android app solutions for small businesses and restaurants nationwide to facilitate online ordering and social distancing during COVID-19 pandemic.

LEADERSHIP & ACTIVITIES

Amherst College Emergency Medical Services (ACEMS)   **EMT**   January 2019-Present
Selected through competitive process for intensive Emergency Medical Technician (EMT) training to become nationally certified EMT. Selected to join College EMT Squad. On call for weekly 12-hours shifts as a first responder to all medical 911 calls on campus.

Amherst Men's Club Soccer Team   **Treasurer**   May 2019-Present
Elected Treasurer by teammates. Responsible for creating budget, obtaining financing from college, collecting dues, and designing gear. Worked with school administrators and student government to manage team finances.

Boy Scouts of America (BSA), Troop 1   2010-2018   Eagle Scout
Earned highest rank of Eagle Scout, held various troop leadership positions. Co-founded Venture Crew. Elected President (2015-18).

PROJECTS

Spellcheck
Coded spellcheck engine in **Java** utilizing a **Trie** data structure. The engine returns alternate spellings and anagrams of inputted strings using prefix-based spellchecking and by checking the difference between inputted string and 'correct' words in database.

Cup Pong
Coded an interactive game in **Java** where the user plays the computer AI in a game of traditional 10-Cup Pong. Game incorporates various 3rd party libraries and includes graphics and animations.

Reaction Lights
Created multiplayer game where users compete for fastest reaction time. Written in **Swift** utilizing **SwiftUI**, **UIKit** using **CloudKit**, **GameKit**, and **StoreKit** APIs. Currently in TestFlight beta testing with plans for full release on **Apple App Store**.

Iris: A Color Matching Game
Created a game on **iOS** and **MacOS** where the user attempts to match the colors of the two rectangles using RGB sliders. Written in **Swift** utilizing **SwiftUI** graphical components. Beta tested through **TestFlight** and released on **Apple App Store**.

SKILLS

- English and French Native Fluency, Spanish Proficiency.
- Proficient in Java, Swift, C#, and Python; Exposed to C, x86 Assembly, ProLog, Haskell, Ruby, JavaScript; Experienced with SwiftUI, UIKIT, Xcode Tools, Git, .NET, Debuggers.
- Interests: Skiing, Scuba Diving, Drone Building, Cars, Camping and Photography.