

Thomas Wildenhain

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EDUCATION

Carnegie Mellon University, Pittsburgh, PA

Bachelor of Science, Computer Science. May 2020

Honors: Dean's List Fall 2016

QPA: 4.0

Bishop Canevin High School, Pittsburgh, PA

Honors: Class of 2016 Valedictorian • National Merit Finalist • Carson Scholarship • AP Scholar with Distinction • National Honor Society

EXPERIENCE

Web App Developer and Robotics Tutorial Writer, BirdBrain Technologies (June 2015 – present)

- Wrote tutorials explaining how to program the Hummingbird, an educational robotics kit
- Developed web app prototype in response to limitations of the existing app
- Designed and revised UI mockups for new app
- Develop and maintain JavaScript front-end of the application
- Collaborate with iOS back-end developer for release of new features and bug fixes

Assistant to the Technology Director, Bishop Canevin High School (May 2015 – present)

- Prepare, capture, and deploy Windows image for school computers
- Created an Access Web App with macros to assist management of student iPads
- Wrote documentation for image deployment and iPad management

First Lego League Coach and Assistant Instructor, Snapology LLC (May 2012 – January 2016)

- Taught children about robotics and basic programming
- Helped students simplify and solve complex problems
- Provided technical support for laptops and Lego robots

PROJECTS

Teach Tiles, HackCMU team of 3

- Augmented reality teaching app prototyped for 2016 HackCMU competition
- Won award for best approach to security or education, presented by DUO

Scheduling Application for Career Day

- Bishop Canevin's Guidance Department previously handled career day preferences by hand
- Worked with Guidance Department to develop an application to automate this process
- Designed algorithm to best match students with preferred sessions
- When used, all students received their top choice and the vast majority got their top two.

TabToolz Accessibility Application, Bishop Canevin Microsoft Image Cup team

- Head programmer of team
- Our group of motivated students developed an application to make touch screens more usable for people with disabilities such as muscular dystrophy
- Successfully researched for, designed, developed, and tested our application

Portal Gun Augmented Reality App

- Developed an AR app for an elaborate scavenger hunt based on Valve's Portal 2 game
- Video: <https://youtu.be/g9U9WKgqPLQ>

SKILLS: Web App Development, Android, Java, Unity, C#, SML, C