Thomas Lauerman

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SKILLS

Languages	Java, Typescript, Python, Dart, Scala, Swift, Kotlin, C, Rust
Frameworks	Android SDK, React, Flutter, UIKit, SwiftUI
Tools	Git, Mercurial, Android Studio, Xcode, Visual Studio

EXPERIENCE

Google Maps (Ads)   July 2021 - January 2023
Software Engineer, Android   Mountain View, CA
- Identified and implemented scalable solutions for the Google Maps user base
- Drove 3 projects from design to A/B testing to improve the ads experience on Maps
- Communicated complex decisions through design docs to cross-functional stakeholders
- Evaluated metrics for new features to discover areas of improvement and bugs

Trinity University   January 2019 – May 2021
Computer Science Tutor   San Antonio, TX
- Mentored freshman and sophomore students in foundation Computer Science concepts
- Acted as Head Tutor (started Jan. 2020) including hiring and training 3 brand-new tutors
- Lead movement of tutoring program to a fully digital model as a result of COVID-19

Google   May - August 2020
Software Engineering Intern   Frisco, TX (Remote)
- Took initiative to create Chrome Extension based on ML model within original timeframe
- Created Tensorflow model predicting if a dish is high/low calorie based on its name
- Learned industry best practices for app architecture, version control, and collaboration

GaitIQ   May - July 2019
Mobile App Development Intern   San Antonio, TX
- Utilized Agile techniques to efficiently collaborate with 2 co-workers
- Designed a cross-platform, multi-screen tablet application interface in Sketch
- Transformed design into a fully-functional React Native application to demo for investors

Personal Project   June 2017 - August 2018
App Developer - Palette: Colorful Puzzles   Frisco, TX
- Developed a 2D, touch-based, free puzzle game application for iOS written in Swift
- Designed, programmed, and uploaded to the App Store independently
- Researched common app architecture and optimization practices to ensure scalability

EDUCATION

Trinity University San Antonio, TX   May 2021
Bachelor of Science in Computer Science   Major GPA: 3.8

RELEVANT COURSEWORK

Software Engineering, Android App Development, iOS App Development, Graphics, Algorithms, Principles of Data Abstraction, Functional Languages, Big Data & Machine Learning, Artificial Intelligence, Theoretical Computer Science, Low-Level Computing

CAMPUS INVOLVEMENT

Vice President   January 2020 - Present
Association for Computing Machinery, Trinity University Chapter   San Antonio, TX