

Thomas Truong

626-478-8992 | TruongThomasQ@gmail.com | [linkedin.com/in/ThomasQTruong](https://www.linkedin.com/in/ThomasQTruong) | github.com/ThomasQTruong

[ThomasTruong.pages.dev](https://thomastruong.pages.dev)

EDUCATION

California State Polytechnic University, Pomona

Pomona, CA

Bachelor of Science in Computer Science

Aug. 2022 – May 2025

- Undergraduate Coursework: Software Engineering; Data Structures; Systems Programming; Operating Systems; Computer Networks; Computer Architecture; Design and Analysis of Algorithms

PROJECTS

Cobblemon Addon Mod | *Java, API Integration, OOP, Data Serialization*

April 2023 – Feb. 2025

- Extended an **existing open-source codebase** by analyzing source code to identify and integrate **API hooks**, shipping a mod that **achieved 200,000+ downloads**
- Developed a **probabilistic algorithm** handling complex **nested data structures** and edge-case logic for accurate genetic generation
- Architected a **server-side GUI** with strict **state validation** to prevent data desynchronization and exploit vulnerabilities

PDF Stamper | *Python, Multithreading, GUI Development, File Automation, Data Serialization*

May 2026

- Engineered a **multi-threaded Python automation tool** that **saves 5-10 min per package and 15-30 min of daily labor per employee**
- Designed **whitespace-detection algorithms** to dynamically position content on documents without disrupting existing layout
- Developed a **desktop GUI** with **persistent state management** and manual overrides optimized for non-technical users

extfix | *Python, GUI Development, Batch File Processing*

Dec. 2025 – March 2026

- Built a **desktop utility** to automate **bulk file processing** with robust **error handling** to ensure data integrity
- **Refactored** the application from a command-line utility to a **graphical interface**, modularizing the backend codebase to **decouple core file logic** from the UI layer
- Packaged as a **standalone executable** for frictionless distribution on Windows

AnimalsTD | *C#, Unity, Component-Based Architecture, Game AI, OOP*

March 2024 – May 2024

- Led a **3-person team** through **full software development lifecycle** from conception to delivery
- Engineered **reusable core systems** utilizing a **component-based architecture** to maximize code modularity
- Implemented strict **OOP design patterns** and optimized **pathfinding logic** to support rapid, frictionless feature expansion

VOLUNTEER EXPERIENCE

Technical Peer Mentorship | *C++, Java, Python*

Aug. 2020 – Dec. 2024

- Mentored peers in **C++, Java, and Python**, producing reference materials to reinforce core **CS concepts**
- Applied **Socratic questioning** to develop students' **problem-solving** and analytical thinking

TECHNICAL SKILLS

Languages: Java, Python, C/C++, HTML/CSS, JavaScript, C#, Dart

Frameworks & Engines: Unity, Django, Flutter

Databases & Cloud: SQLite, Firebase, GCP, AWS

Developer Tools: Cursor, Gemini CLI, Git, Linux/WSL