

# Thomas Gallegos

<https://www.linkedin.com/in/thomasgallegos> | [www.webdevthomas.com](http://www.webdevthomas.com)

## Objective

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To become a Software Developer for a company with similar values and opportunities to flourish within the company. Use my skills/knowledge while collaborating with team members to meet the goals of the company.

## Education

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### University of Texas at San Antonio

*Bachelor of Arts Multidisciplinary Studies – Computer Science, Environmental Science, History*

**San Antonio, TX**

*Graduation Date: December 2023*

### San Antonio College

*Associate of Science*

**San Antonio, TX**

*Graduation Date: May 2020*

## Skills

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- **OS** Windows X, Linux
- **Web Development** HTML, CSS, JavaScript, Bootstrap 4
- **Software Development** Java, C, Python, UML, Scrum
- **IDE** Visual Studio Code (v1.56), Eclipse (v4.19)
- **Git/GitHub**
- **Databases** Firebase, MongoDB

## Experience

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### H-E-B Grocery Store

*Cashier*

**San Antonio, TX**

*December 2017-Present*

- Provided customers with excellent customer service, bagged customer's items with best practice to avoid items being damaged, retrieved items for customers, and load purchased groceries into customers' vehicles. Central Check Out satisfactory rate is 100%.
- Collaborated with coworkers on effective methods of retrieving, cleaning, and organizing shopping carts throughout the day/closing time.
- Efficiently processed transactions while maintaining store's standard Items Scanned Per Minute (30+ IPM) policy for 150+ transactions on a weekly average. The store had placed 3<sup>rd</sup> out of 46 stores in San Antonio for IPM averages.

### Plato's Closet

*Cashier*

**San Antonio, TX**

*February 2015-December 2017*

- Exhibited proficient customer service by greeting customers, retrieving locked accessories, providing fitting rooms, and making a reservation bin of clothes so the customer may continue to shop without carrying many items.
- Competently handled returns, exchanges, and purchase transactions while in a fast-paced environment.
- Coordinated with supervisors on transferring inventory and organizing store layout biannually for seasonal merchandise.

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## Awards

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### Honor Roll

*University of Texas at San Antonio*

**San Antonio, TX**

*June 2022-February 2023*

- Awarded by University College Dean, Dr. Heather Shipley, for achieving a GPA between 3.5 and 3.75 or 3.75+ if enrolled for fewer than 12 hours. Awarded for Spring and Fall 2022 semester.

## Organizations/Projects

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### Association of Computing Machinery– Member

*University of Texas at San Antonio*

**San Antonio, TX**

*February 2023-Present*

- Attended workshops that lectured about various technologies and meetings with suborganizations. Acquired membership after attending 9+ meetings/workshops.

### Rowdy Creators– Tag Me App

*University of Texas at San Antonio*

**San Antonio, TX**

*Spring 2023*

- Worked with other students in a nonacademic setting to develop a web app that creates datasets from user's input/projects. Built using NextJS, React, TypeScript, Prisma, and MongoDB.
- Incorporated backend functionality that handles POST methods from user inputs into database by using API routes. Gained familiarity with NextJS, React, TypeScript, and MongoDB.

### Software Engineering Course– Go-Rmet App

*University of Texas at San Antonio*

**San Antonio, TX**

*Spring 2023*

- Cooperated with classmates in a group of five to develop a fully functioning e-commerce based on a restaurant curbside system. Used JavaScript, HTML, CSS, Firebase for backend and database, and Bootstrap 5; used Web-Pack to bundle folders; use of Scrum throughout development.
- Facilitated Firebase's User Authentication for the application; handled UI for both the login page and rendered user details in home page with sign out function.

### RowdyHacks– Runner App

*University of Texas at San Antonio*

**San Antonio, TX**

*March 25-26, 2023*

- Collaborated in a group of 4 members to develop a game similar to Snake using the Python language, a language that all group members had no experience with, and PyGames, a Python library for game development. Instead of a basic Snake game, we wanted to generate different level layouts accordingly to the player's score based while dodging obstacles that randomly appear.
- Fulfilled hit collision tests for game character and obstacles/walls; rendered random shaped polygons onto board as obstacles.

### Application Programming Course – Pix Deluxe App

*University of Texas at San Antonio*

**San Antonio, TX**

*Fall 2022 Semester*

- Worked with another classmate to develop an image editing application using Java and SceneBuilder for user interfaces. Images can be uploaded from user's device and alter it by drawing on image or adding color scales to apply color filters, then they can save the edited image onto their device.
- Produced the image upload and update image functionality, the color scale component, and saving image on user's device functionality.

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## Volunteer

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### Headwater Sanctuary at Incarnate Word

San Antonio, TX

*Volunteer*

*March 2017*

- Collaborated with fellow volunteers to remove invasive plant species from designated areas. Mulched areas to suffocate saplings/seeds and planted native vegetation.
- Effectively removed debris and trash from the area to prevent pollution from entering the San Antonio River.