

Tobias Berman

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Currently an applied mathematics student at the University of Michigan - Ann Arbor. I have an interest in machine learning, data science, computer graphics research, physics, and a willingness to learn.

TECHNICAL SKILLS

Languages: Python, C++, C, Java, OpenGL, C#, JS, HTML/CSS, LaTeX

Tools/Frameworks: Git, Github, Jupyter Notebook, Linux, Fusion360, NumPy, Unity, Unreal Engine

PERSONAL SKILLS

Trilingual: English, Czech, Spanish

Visual Art: Digital (artstation.com/trb_graphics), Oil Painting

Game Development

Adobe Suite, Blender 3D

EDUCATION

University of Michigan

Ann Arbor, MI

Bachelor of Science in Applied Mathematics (Mathematical Sciences)

08/2023 - Present

- GPA: 3.93
- Relevant Coursework: Theoretical & Applied Linear Algebra, Programming & Data Structures

Willow Glen High School

San Jose, CA

Dual Enrollment at San Jose City College

Graduated 06/2023

- GPA: 4.50 Weighted, 4.0 Unweighted
- Completed calculus sequence through Multivariable & Vector Calculus
- AP Courses: Physics 1, Physics C: Mechanics, Calculus BC, Computer Science A, Chemistry, Psychology, World History, Macroeconomics

EXPERIENCE

Vice President / Engineer

11/2019 – 06/2022

High School Robotics

Willow Glen High School

- Led a small team in assembly of robot chassis and ball launching mechanism
- Taught Arduino micro-controller circuitry/programming and Fusion360 to new members
- Designed club vector graphics, logos, T-Shirts

Team Captain / President

08/2022 - 06/2023

Varsity Badminton Team

Willow Glen High School

- Led team of 40+ athletes in daily practice and pre-season conditioning
- Coached players during games and competed as Boys Varsity 1 Singles

Programmer

2019 - Present

Self-Guided Projects

Home

- Created a polar function grapher in plain JavaScript
- Created a 2D Perlin Noise generation algorithm in Python with a visual representation implemented using Python Imaging Library and NumPy
- Created a recreation of Agar.io game in plain JavaScript