

Tommy Bruzzese

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EDUCATION

Stanford University, Class of 2022

Stanford, CA

B.S. Symbolic Systems, with concentration in Human-Centered Artificial Intelligence; 4.06 GPA

- Notation in Science Communication scholar, researching AI integration and user experience with algorithms
- Courses — Machine Learning, Web Applications, Designing for Impact, Natural Language Processing: Languages to Information, Probability for Computer Scientists, Computer Organization & Systems, FEED Lab: Food System Design, and Cross-Platform Mobile Development

WORK EXPERIENCE

Product Engineering Intern, AVNT (Streetwear App Startup)

Oct 2020 – Present / Remote

- Planning and developing internal user analytics dashboard for app growth, and an external analytics dashboard for our partner brands to track customer satisfaction.

Full Stack Software Engineering Intern, Expo

Jun 2020 – Sep 2020 / Remote

Expo is an open-source platform for creating universal apps. Used in over 200k GitHub repositories.

- Directed product development of new Activity dashboard that streamlines all updates to an Expo project. Led cross-functional team to launch in 6 weeks.
- Built responsive React UI that renders a custom object for each Activity type, supporting company design system.
- Collaborated with Senior Engineers to develop custom GraphQL pagination using object timestamps, solving issue of Activity data being stored in multiple databases.
- Wrote syncing scripts and human-friendly React UI to automatically generate the 175 properties of a core Docs page, eliminating developer maintainability costs.
- With Chief Technology Officer, created demo presentation schedule for team standup, fostering communication.

TECHNICAL PROJECTS

Technical Researcher and Developer, Stanford Human-Computer Interaction Group

Apr 2020 – Present

- Ran analysis on the complex frustrations of 400 users who manually track their emotions and fitness activity.
- With team of 5, designing a digital tool that uses data and device affordances to enhance handwritten tracking.
- Developing mobile app with long-term data dashboard, better tracking reminders, and quick data input.

Co-First Author, Effect of Confidence Indicators on Trust in AI-Generated Profiles

Sep 2019 – Feb 2020

- Published CHI 2020 Late-Breaking Work. Co-wrote and presented paper on how confidence indicators affect user trust when applied to AI-written profile bios.
- Led development of Amazon Mechanical Turk tasks in JavaScript and built multi-layer survey randomization.

User Researcher and Sustainability Designer, Dairy Shopping Buddy

Oct 2019 – Dec 2019

- Prototyped and iterated an SMS chatbot that recommends sustainable dairy products based on past purchases.
- Managed specialized product filtering with simple defaults for easy onboarding and strong customer experience.

Lead Mobile Developer, Smile@Work

Sep 2019 – Dec 2019

- Resolved team conflicts on design system and led rapid development of React Native app that helps offices adapt culture. Co-designed Figma mockups and built innovative homepage UI. Tested with external users for design fit.

iOS and Android Game Developer, BattleTank, Galaxy Defender 3000

Sep 2016 – Jun 2017

- Solo-developed 10 mobile games in Swift and Java. Worked within various UI frameworks, keeping designs flexible. BattleTank is a Terminal Console game, and Galaxy Defender 3000 is implemented with Apple's UI Kit.

ADDITIONAL INFO

Languages: JavaScript, React, Java, Python, React Native, Swift, HTML/CSS, C, C++, GraphQL, PostgreSQL

Skills: Rapid prototyping, web and mobile user experience, frontend development, artificial intelligence systems, backend development, team coordination, and data analytics

Interests: Whole-grain Italian cooking, following hip fashion collabs, current Vice President of Stanford FashionX