

Thomas Gordon

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Education

Brown University
Providence, RI

Bachelor of Science in Computer Engineering
Expected Graduation: May 2026

Relevant Coursework: Digital Electronic System Design, Computer Vision, Probabilities in Quantum Mechanics, Embedded and Real-Time Software, Complex Analysis, Linear System Analysis, Computer Systems Fundamentals, Electrical Circuits and Signals, Linear Algebra With Theory.

Employment

- **Center for Computation & Visualization** - Research Assistant January 2025 - Present
 - Development of a task scheduler simulator to observe the carbon impact of tasks on OSCAR, Brown's high-performance computing cluster.
- **Center for Computation & Visualization** - Software Sustainability Intern June 2024 - August 2024
 - Designed a new task scheduler plugin for OSCAR to increase software sustainability by incentivising off-peak energy consumption.
 - Adapted an open-source multi-container computing cluster for internal use at CCV.

Proficiencies

- **Hardware Design and Fabrication**
 - Proficient: Quartus Prime, Verilog HDL, Altera FPGA
 - Familiar: SOLIDWORKS, AutoCAD
- **Programming Languages and Frameworks**
 - Proficient: C/C++, Python, Racket, MATLAB, HTML/CSS, Javascript, SQL, Arduino
 - Familiar: Rust, React, Typescript, Django
- **Other Proficiencies**
 - Machining tools (mills, lathes, drills, bandsaws, etc.), 3D printing, laser cutting
 - Version control using Git, GitHub
 - Electronic testing equipment (function generators, oscilloscopes, etc.)

Projects

- **90MHz Single-Cycle RISC-V Processor** <https://metaterminal.fyi/processor>
 - Created a RISC-V ISA single-cycle CPU capable of running at frequencies of up to 90MHz, with register, immediate, load, store, branch, and jump instructions.
- **Brown Puzzlehunt Web Development** <https://www.brownpuzzlehunt.com/>
 - Assisted in the development of a React-based web application to serve static and interactive web-based puzzles to over 200 teams in a puzzle-solving competition.
- **Shardhunt Web Development** <https://shardhunt.com/>
 - Assisted in adapting an existing Django-based repository to render and serve static and interactive web-based puzzles to over 400 teams in a puzzle-solving competition.
- **LED Panel Project**
 - Assisted in the construction of a 150 sq ft. LED display on the Center for Information Technology building, which rendered GIFs and interactive games using a Raspberry Pi.

Activities

- **Brown Puzzle Club** - Puzzle Director, Editor-in-Chief January 2023 - Present
 - Led a large team (24 writers) in creating a complex in-person annual puzzlehunt at Brown University, including creation of physical objects, and live in-person events.
- **ARRR!!!** - Captain, First Mate, Setlist Designer, and Treasurer November 2022 - Present
 - Organized and led Brown's only pirate a-cappella group for recruitment, advertisement, and recurring performances. Managed club finances for a wide variety of on-campus pirate events.