

Thomas Berrios

Full Stack Developer

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Education

Rochester Institute of Technology, BS in Game Design & Development

Aug 2022 – Dec 2025

summa cum laude; Minors: Software Engineering, History

Technical Skills

Languages: TypeScript, JavaScript, C#, Python, Java, C++

Frameworks: SvelteKit, Svelte, React, Next.js, Express, Electron, ASP.NET, Spring Boot

Databases: SQL, PostgreSQL, MySQL, MongoDB, Redis

Infrastructure: Linux (Ubuntu, RHEL, Fedora), Docker, AWS, CI/CD, GitHub Actions

Testing: Vitest, Playwright, Jest

Agentic Development: OpenAI Codex, Claude Code, T3 Code

Work Experience

Lead Instructor – Teen Academy, iD Tech – New York, NY

Jul 2026 – Aug 2026

- Taught students to build and debug games in Unreal Engine 5 and AI applications in Python with the OpenAI API.
- Helped students use AI coding tools to build, test, and debug their game and software projects.
- Coordinated daily camp operations and student supervision with camp leadership.

Teaching Assistant, Rochester Institute of Technology – Rochester, NY

Aug 2024 – Dec 2025

- Reviewed C# assignments and gave feedback on data structures, algorithms, object-oriented programming, and GUI development.
- Helped students implement and debug projects using C#, Windows Forms, and MonoGame.

Backend Developer, DevOps Lead, RIT School of Interactive Games and Media

May 2025 – Aug 2025

- Implemented substantial parts of the TypeScript backend refactor, including Prisma integration, service/controller structure, and shared frontend/backend types.
- Set up the deployment server with Apache HTTPD, Shibboleth single sign-on, and Podman; built GitHub Actions workflows to deploy the client and server.
- Configured repository permissions and development tooling, and documented setup for the 20-person team. Containerized MySQL to remove manual database setup.
- Established S3-compatible storage infrastructure and client configuration using MinIO and the AWS SDK.

Open-source Contributions

Bluefin Server

Sep 2026 – present

Open-source Contributor

- Fixed local-console installer display and validated installation on physical hardware and QEMU.

r2modman

Feb 2026 – present

Open-source Contributor

- Built Flatpak packaging and CI with AppStream metadata, desktop integration, and signed repository updates on Cloudflare R2.
- Contributed merged upstream fixes for Steam launching with xdg-open, Flatpak Steam detection, and Steam Deck game-mode handling.
- Maintain the packaging pipeline, test Steam integration, and investigate Linux and Flatpak issues.