Thomas Sepanosian

t.sepanosian@gmail.com | sepanosian.com

Education

University of Twente – MSc Business & IT (Enterprise Architecture & IT Management) 2024 - 2026
University of Twente – BSc Computer Science 2021 - 2024
Cambridge English Assessment – FCE & Certificate in Advanced English (C2, Bilingual) 2020

Experience

IT Project Coordinator, Pre-University (University of Twente) August 2023 – July 2024

- Led a 4-person team to maintain an internal workforce management system, automating processes such as task assignment and training registration, reducing manual work load significantly.
- Worked with leadership and internal teams to adapt the system to changing needs, ensuring timely updates that improved usability and efficiency.
- Recruited and onboarded a new team member in three months, helping them integrate.

Research Assistant, University of Twente June 2024 – December 2024

- Assessed the feasibility of a system by evaluating its business and technological viability, summarizing findings in an executive report to support strategic decisions.
- Conducted semi-structured interviews with stakeholders, discovering key insights.

Traineeship Coordinator, Pre-University (University of Twente) November 2022 – August 2023

- Recruited and onboarded 6 trainees, overseeing their development and integration into the organization.

Research Assistant, Computer Science Department, University of Twente June 2023 – October 2023

- Developed a client-server solution for the board game *Hex* using Java and Microsoft Copilot.
- Discussed findings to understand the potential impact of generative AI on future CS education.

Cashier, Retail June 2018 – July 2021

Projects

Smart Lasertag System

- Designed and developed a Java backend supporting 20+ concurrent real-time clients, integrating Android devices and custom ESP32-driven lasertag equipment.
- Built an Android application serving as the interface for players, leveraging Bluetooth beacons for indoor localization to enable real-time location tracking and player interactions in a semi-virtual environment.
- Deployed an Angular dashboard on AWS, using NGINX, featuring game configuration, live game scoreboards, and game history analytics.
- Integrated a Python-based player analysis tool to provide actionable insights, improving player performance.

Boxing Gesture Recognition System

- Achieved real-time recognition of defensive boxing head gestures using an earable device and dynamic time warping, allowing for enhanced training and performance analysis.

Achievements

Best Paper Award: 41st Twente Student Conference on IT (BSc Thesis)
Publication: Sepanosian et al. *IoT-Based Architecture for Real-Time Emission Monitoring at Construction Sites*
Publication: Sepanosian et al. *AI Adoption in Finance: Modeling Framework and Implementation Study*
Publication: Sepanosian and Incel *Training Smarter with OpenEarable: A Boxing Gesture Recognition Dashboard Integration*
Publication: Sepanosian and Incel *Boxing Gesture Recognition in Real-Time using Wearable IMUs*

Skills

Programming Languages: Java, Python, SQL (PostgreSQL), JavaScript/TypeScript
Frameworks & Libraries: Angular, Django, Flask, Scikit-Learn, SQLAlchemy, Android SDK
Tools & Platforms: Docker, Git, Linux/Unix, AWS, NGINX, CI/CD Pipelines, TOGAF, ArchiMate, BPMN