

Thomas Sepanosian

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Education

MSc Business & IT (Enterprise Architecture & IT Management) – University of Twente	2024 - 2026
BSc Computer Science – University of Twente	2021 - 2024
<i>41st Twente Student Conference on IT: Best Paper Award (Thesis)</i>	
FCE & Certificate in Advanced English (C2, Bilingual) – Cambridge English Assessment	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 <i>Hex</i> 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.

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.

Publications

- 🔗 Sepanosian et al. – *IoT-Based Architecture for Real-Time Emission Monitoring at Construction Sites*
- 🔗 Sepanosian et al. – *Scaling AI Adoption in Finance: Modelling Framework and Implementation Study*
- 🔗 Sepanosian and Incel – *Training Smarter with OpenEarable: A Boxing Gesture Recognition Dashboard Integration*
- 🔗 Sepanosian and Incel – *Boxing Gesture Recognition in Real-Time using Wearable IMUs*
- Sepanosian and Bemthuis – *IoT-Enabled Multi-Agent Simulation for Hazard Detection and Safety in Construction (in press)*

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