Tim Hedstrom

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Projects

Action Rogue-Like - C++ Game Project in Unreal Engine (March 2022 - July 2022)
- 3D, third-person action game project built in C++ and Unreal Engine 4
- Project breakdown, documentation and video demos on my personal site, code on Github
- Built flexible C++ game frameworks for world interaction, abilities, and attributes
- Worked with and extended a variety of Unreal's underlying systems in C++. Including but not limited to:
  - Networked game logic (RPCs, replication)
  - AI (behavior trees)
  - Event-driven game logic (leveraging delegates to limit logic inside of Tick())
  - Debugging tools (logging, breakpoints, disabling compiler optimization)
  - Gameplay framework (character, pawn, actor, game mode, player state, etc.)
  - Async asset loading & soft references
  - Saving and loading player progression

Education

B.S. Computer Science - University of California, San Diego
Graduated June 2018, GPA 3.41

Relevant Coursework
- Computer Graphics (C++)
- Computer Animation (C++, keyframe animation, skinning, cloth simulation, SPH fluid simulation)
- Virtual Reality Technology (OpenGL, Oculus API, C++)
- 3D User Interaction (Oculus, Magic Leap, C#, Unity)
- Research: VR Meditation App (Unity)
- Research: 3D MRI Segmentation App for hospitals (Unity)

Work Experience

Crafted Pour - Product Manager (Part Time) - March 2022 - Current
- Assist in a wide variety of day-to-day tasks as needed in close collaboration with the CEO (maintain product roadmap, write requirements for new features, analytics asks, etc.).
- Hired and oversee the product development agency that develops the company's namesake mobile app.

OneShop - Growth Operations Manager (Technical) - August 2021 - October 2021
- Doubled digital ad spend to $50K/mo. without increasing CPA. Cut CPA by 50% on a $15K/mo. campaign.

Viasat - Sofware Engineer Lead - January 2020 - August 2021
- Pitched and got buy-in for a Product Analytics roadmap to senior leadership, consequently growing adoption of my team's customer event platform from a select few to *all* of Viasat's user-facing products.
- Owned Product Analytics roadmap, leading multi-business effort to instrument over a dozen internal applications and extract business value from the data collected.
- Led a small team of engineers developing new features for the customer event platform I built prior.
- Remained an active code contributor and architect throughout (Python, AWS, SQL, DBT).

Viasat - Software Engineer - July 2018 - July 2020
- Securely deployed and scaled a data collection platform that reliably collected 250+ million customer events/month from 5+ million unique customer devices/month across the majority of Viasat's customer-facing applications.
- Extended a massive, open source code base (Scala, Javascript) to add support for Viasat's proprietary internal tools.
- Wrote ETLs (Python, Singer) to create Viasat's marketing data lake with data from Marketo, Google, Facebook, etc.'s marketing APIs and set up the infrastructure to reliably monitor and run them (Airflow, Docker, AWS S3).

Skills

- Programming Languages:
  - Proficient in: C++, Python, SQL, Bash
  - Familiar with: C, Java, Scala, Javascript, HTML, CSS
- Experienced in architecting and securely deploying a variety of data pipeline services in AWS.