Timothy Gaither

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EDUCATION:

University of North Carolina at Charlotte, Charlotte, North Carolina   May 2025
Pursuing a Bachelor of Science in Computer Science
Minor: Japanese
Graduation Date: May 2025   GPA 3.0
Honors: Chancellor's List (Fall 2021)

TECHNICAL SKILLS:
Computer: Windows
Programming Languages: Java, C++, C#
IDE's: Visual Studio Code, Apache Netbeans, Replit
Spoken Languages: English (Native), Spanish (Native), Japanese (Intermediate)

EXPERIENCE:
iD Tech - Remote   March 2024 - Present
Online Instructor
- Teach programming languages such as Java, C++, as well as the usage of Arduino components to individual students of ages 18 and below, in a way comprehensive to them.
- Review and self-teach topics of computer science provided by universities such as Harvard and MIT in order to teach during future lessons.
- Write post-session-reports detailing the topics covered and the projects finished during each lesson.

University of North Carolina at Charlotte - Charlotte, North Carolina   August 2022 - May 2024
Instructional Assistant, ITSC 1212, ITSC 1213, ITSC 1110
- Teach concepts of object-oriented programming to 40+ students in professor's absence and lead lab sessions advising students on resolving coding errors.
- Outline and provide strong feedback on assignment submissions that would improve the clarity and conciseness of the files with the result of improved grades.
- Assist 140 students in both the Introduction to Computer Science and the Introduction to Computer Science II by having a high proficiency in Java.

PROJECTS:
Khan Academy to Canvas grade converter   February 2024 - May 2024
- Created a Java program capable of translating grades from an entire khan academy course roster, to the format used in the Canvas teaching environment, as per request from professor DI. von Briesen. In order to help alleviate the grading workload for other instructional assistants teaching ITSC 1110.

Arduino Tic-Tac-Toe hand-held   November 2023 - December 2023
- Created a physical prototype for a tic-tac-toe hand-held device using an Arduino UNO. Project Documentation.
- Player competes against the programmed opponent in one of two possible game modes.
- Incorporated 3D modeling in Fusion 360, 3D printing, laser cutting, soldering, simulating, and C++ coding.

Mental Space website, CUHackit 2023 hackathon submission   February 2023
- Created a website in collaboration with other students that uses 3D models in the background that move as the user scrolls.
- Incorporated concepts of NodeJS, ThreeJS, APIs, CSS, and JavaScript.