

# Timothy Hsu

Software Developer

[timothy@timothycodes.com](mailto:timothy@timothycodes.com)

<https://github.com/MeatSim>

## SKILLS

- |              |       |          |       |                |       |
|--------------|-------|----------|-------|----------------|-------|
| • React      | ★★★★☆ | • CSS    | ★★★★☆ | • React Router | ★★★★☆ |
| • JavaScript | ★★★★☆ | • Python | ★★★★☆ | • Node.js      | ★★★★☆ |
| • HTML       | ★★★★☆ | • Redux  | ★★★★☆ | • Git          | ★★★★☆ |

## EXPERIENCE

### React

- Used the Spotify API in an app that allows a user to search for tracks, create a playlist, and add it to the user's profile
- Implemented a tic-tac-toe game that displays the next player, displays the winner, and allows going back to previous moves
  - Added a feature (most difficult out of 6) to display "Tie game" if there is a draw
  - Added a feature (next most difficult) to highlight the three squares that caused a win
- Used React Router to display profiles based on search results

### JavaScript

- Implemented an interactive Node.js terminal game that randomizes a field full of holes for the player to navigate through
- Coded a JavaScript class that includes methods to encrypt and decrypt messages using shift cipher
- Coded a factory function to create objects simulating organisms with methods to mutate, compare, evaluate, and mirror DNA strands

### HTML/CSS

- Created a responsive website with navigation bar, fonts, and images that respond to screen size
- Used Flexbox to create a company website with navigation bar, products section, and employee section that automatically change layout as the page shrinks

### Python

- Used Tkinter with MVC pattern to implement Conway's Game of Life with random, glider gun, and draw options
  - Added a feature to make the board's edges wrap around to the other side
- Implemented a word game where the player tries to form words from a hand of randomly dealt letters and is scored based on Scrabble letter values
- Implemented a hangman game where the player tries to guess all the letters of a random word without reaching a set limit of wrong guesses

## CERTIFICATIONS

- Codecademy Learn React Router Course
- Codecademy Learn Intermediate JavaScript Course
- Codecademy Building Interactive JavaScript Websites Course

## SERVICE

- Answer questions in Codecademy Community Discord server's #full-stack-engineer channel
- Contributed to open-source projects:
  - Redux- 1 pull request merged
  - Visual Studio Code Documentation- 3 pull requests merged
  - Destiny Item Manager- 1 pull request merged