

# Tim Plummer

## Technomancer

### Work Experience

#### Amazon - Software Engineer I 2013-2014

Worked in the Marketplace division, helping to build internal data aggregating web services.

Wrote code which interacted with millions of transactions per day.

Contributed to team software architecture design discussions.

Coordinated with many different teams to integrate service API calls.

#### All Technology Solutions - Contractor 2010-2011

Developed requested customer features for a construction safety app in C#.

Optimized existing SQL calls by a factor of ten.

#### Applied Technical Systems - Internship 2007-2009

Learned C#, SQL, and relational database management.

### Education

#### University of Washington - 2009-2013

Bachelor of Science in Computer Science

Classes in Networking, Hardware, Security, and Graphics.

Taught as TA for Programming Languages course.

### Contact

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### Projects

#### The Resistance

Self-contained, HTML5 remake of *The Resistance* board game.

Designed and implemented complex cryptographic and peer-to-peer networking protocols.

#### LSystemBot

Automated twitter bot which renders procedurally generated artworks.

#### Great Dungeon in the Sky

Game Jam game built in a month using Actionscript 3 and provided assets.

Placed 9th out of ~100, 1,000,000+ plays on Kongregate.

### Skills

Three.js, Web Sockets, Node, d3, jQuery, HTML5

Javascript, C#, Java, GLSL, Lua, C, C++, SQL

Functional, Prototypical, Object-oriented, and Event-driven Programming Skills

Windows, Linux, Visual Studio, Unity, Vim, Git