

Tim Plummer

Computer Scientist

Experience

Amazon

Software Engineer I • Jun 2013 - Aug 2014 • Seattle, WA

- * Java development on large systems handling millions of transactions per day.
- * Lead projects and independently solved problems.
- * Collaborated with various teams to develop complex interconnected systems.
- * Reworked and improved upon existing code to handle increased load.

Applied Technical Systems

Programming Internship • Jun 2007 - Jul 2009 • Silverdale, WA

- * Developed skills using C# and SQL.
- * Worked independently on projects under programming leads.

Education

University of Washington

Bachelor of Science in Computer Science • Aug 2009 - Jun 2013 • Seattle, WA

- * Classes in Graphics, AI, Networking, Security

Skills

- * Languages: C++, C#, Java, Javascript, Lua, GLSL and more!
- * Comfortable working in Windows and Linux environments
- * Experienced with 3D technologies (Three.js, OpenGL, Blender)
- * Familiar with Visual Studio, Git, Bash, Vim
- * Hobbyist game developer (Javascript, Pico-8, Unity)
- * Good at Dwarf Fortress

Projects

See Github: <https://github.com/Objelisks>

Contact

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