Tim Plummer

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Work Experience

Amazon — *Software Development Engineer 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 Technical Solutions — *Remote 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 — *Student 2009–2013*

- ❖ Bachelor of Science in Computer Science
- ❖ Classes in Networking, Hardware, Security, and Graphics.
- ❖ Taught as TA for Programming Languages course.

Projects

LSystemBot

- ❖ Automated twitter bot which renders procedurally generated artworks.

Personal Website

- ❖ Built from scratch using Express and RethinkDB.

The Resistance

- ❖ Self-contained, HTML5 remake of *The Resistance* board game.
- ❖ Designed and implemented complex cryptographic and peer-to-peer networking protocols.

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, CSS, SVG, Canvas

React, Express, RethinkDB, Socket.io, Twitter API

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

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