

Tim Plummer

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Javascript Gardener

Amino Health - Senior Fullstack Engineer (Jan 2023 - Sept 2023)

- Designed and implemented fullstack features in typescript (React) and python (Django, Flask).
- Wrote tech docs for and built a language templating system and new filtering and sorting options on the main search results page.
- Introduced new features for in-house design system.

Code.org - Senior Fullstack Engineer (Apr 2021 - July 2022)

- Refactored multiple fullstack (React, Rails, Postgres) systems, including teacher applications, surveying, and app api documentation.
- Performed on-call site maintenance, debugged live site issues and managed fix deployment.
- Advocated for and implemented webpack and react version upgrades across multiple major version releases.
- Supported junior developer onboarding process by providing mentorship and updating onboarding documentation.

Uber ATG - Senior Frontend Developer (Aug 2019 - Aug 2020)

- Integrated legacy Uber labeling app with Mighty AI's APIs.
- Collaborated with designers to develop new in-house design system web components.
- Continued development on self-driving vehicle learning image annotation.

Mighty AI - Senior Frontend Developer (Aug 2018 - Aug 2019)

- Hired as domain expert for 3d graphics, and lead work developing a LIDAR visualization and annotation tool using Three.js and React.
- Independently designed and implemented multiple features adding autosave, dynamic coloring, and annotation projection to the product.
- Mentored multiple junior developers, including newly hired developers from bootcamps.
- Lead work on key projects contributing to Mighty AI's acquisition by Uber ATG.

Google - Software Engineer 3 (Jan 2017 - Aug 2018)

- Developed early Google Meet as a frontend developer on the recording and streaming team.
- Built and refactored reliable systems spanning a monolith codebase with millions of lines of code.
- Contributed to open source Shaka video player library maintained by Google.

Amazon - Software Engineer I (June 2013 - Sept 2014)

- Worked on backend Java/Clojure systems on the Third Party Seller Marketplace team.

Projects

Trains Game

- 3D browser game built using regl, choo.js, web audio, and a lot of javascript.

Picramp

- Fullstack Svelte/Express image hosting website with authentication

Boardsurf

- Vue.js/WebSockets turn based game

Mage March

- Design and programming for a web based rhythm game jam demo built with three other collaborators in two weeks.

Twitter Bots

- Visual and text handcrafted algorithmic artworks

The Resistance

- Boardgame remake using peer-to-peer and cryptographic protocols.

Education

University of Washington (2009 - 2013)

Bachelor of Computer Science

- Programming languages course teaching assistant

Volunteer Experience

Ada Developers Academy (2019-2020)

- Provided individual help with javascript and ruby homework and projects.

Skills

- Typescript, Javascript, SQL, Python, Ruby, GLSL
- HTML5, CSS, React, Redux, Svelte, Vue, Three.js, regl, Ruby on Rails, Node, Express, Next.js
- Postgres, Web Sockets, WebGL, Linux, Git