

# Jackson Timewell

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## Skills

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<b>Programming Languages:</b>	Python, Java, JavaScript, TypeScript, C, C#, PHP, R, Haskell, Prolog
<b>Web Development:</b>	HTML, CSS, React, NodeJS, ExpressJS
<b>Database:</b>	SQL, MySQL, DBeaver, Pandas
<b>Software and Tools:</b>	Git, Postman, Jira, Confluence, Excel, Sheets, UML
<b>Soft Skills:</b>	Agile Development, Communication, Time Management, Customer Service

## Education

### McMaster University

Sep. 2021 – May 2025

*Bachelor of Mathematics & Computer Science (Honours)*

- **CGPA:** 3.7
- **Coursework:** Software Development, Data Structures & Algorithms, Object-Oriented Programming, Databases, User Interface Design, Machine Learning
- **Awards:** Dean's List 2021-2022, Dean's List 2022-2023, Dean's List 2023-2024, Baldwin Music Award

## Experience

### Consultant Developer Intern

May 2024 – Aug. 2024

*Guidewire Software*

*Mississauga, ON*

- Primary developer on internal IDE plugin in Java, which automates multiple cloud error remediation processes
- Plugin creates quick fixes to automatically read, edit, and delete noncompliant code over multiple files
- Completed 20 quick fixes, with the most valuable fix saving up to 8 hours of work per customer project
- Wrote documentation using Confluence for ease of use and maintainability for future developers
- Participated in an agile, test-driven environment using scrum practices and utilizing Jira for project management

### Data Entry/File Clerk

May 2023 – Sep. 2023

*FHS Health Screening and Professionalism Office*

*Hamilton, ON*

- Independently took initiative to design and build a new website using McMaster systems featuring information pages for FHS programs, gathering requirements and taking in feedback for an iterative approach in development
- Worked in a team managing documentation of and communicating with over 1000 students from dozens of programs throughout the faculty by verifying and recording data in SQL databases and Excel spreadsheets

## Projects

### GSC Code Jam (TypeScript, React, ExpressJS, NodeJS, Postman, [Git](#))

Jun. 2024

- Created web quiz app in 1 day which reads a list of questions in JSON format and creates a custom quiz based on user selected category and difficulty
- Developed REST API to communicate between front and back end, with a focus on security and error handling
- Designed user-friendly interface with pleasing design and priority on ease-of-use

### Game Jam (C#, Unity, [Git](#))

Jan. 2023

- Created 2D platforming video game in 1 week making use of C#, GitHub, and the Unity game engine
- Programmed object physics, animations and game logic using C# scripts, and shared code using Plastic SCM

### Wrestling Score Clock (Python)

Feb. 2020

- Developed timer, scoring system and user friendly GUI for school's wrestling team in 1 month using Python
- Followed strict requirements from tournament organizer and revised based on feedback during development