Jackson Timewell

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Skills

Programming Languages:	Python, Java, JavaScript, TypeScript, C, C#, PHP, R, Haskell, Prolog
Web Development:	HTML, CSS, React, NodeJS, ExpressJS
Database:	SQL, MySQL, DBeaver, Pandas
Software and Tools:	Git, Postman, Jira, Confluence, Excel, Sheets, UML
Soft Skills:	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