Timothy J. Aveni

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Education

Georgia Institute of Technology   *Atlanta, GA*   **August 2016 – May 2019**

- Candidate for Bachelor of Science in Computer Science
- Head Teaching Assistant, Data Structures and Algorithms (CS 1332)
- 4.0 GPA

Experience

Facebook - Software Engineering Intern   *Menlo Park, CA*   **May 2018 – August 2018**

- Worked in the Social Video Discovery team on a full-stack web project enabling custom GIF creation
- Wrote modern Flux-backed React code to build a dynamic, interactive user experience
- Created a GraphQL API in Hack, interfacing with video encoding and using Relay to link to the UI
- Enhanced Facebook's video encoding infrastructure, resulting in an order-of-magnitude speedup in multiple product flows

Facebook - Software Engineering Intern   *Menlo Park, CA*   **May 2017 – August 2017**

- Worked in the Messenger Monetization team to improve the ads creation flow for Click-to-Messenger ads
- Used Hack/PHP on the backend and JavaScript + Flow on the frontend
- Navigated and built on a bleeding-edge React and Flux codebase
- Collaborated cross-functionally across the Ads platform to ensure code quality and consistency

Georgia Tech Contextual Computing Group - Research Assistant   *Atlanta, GA*   **January 2017 – present**

- Designed a study to test the acquisition of computer stenography skills through passive haptic learning
- Built hardware, firmware, and software to power and analyze the results of the study, start to finish
- Ran dozens of trials and conducted statistical analysis on results

Projects

Bolt   **August 2017 – present**
Grading assistant software in Electron for CS 1332 teaching assistants

- Built a grading tool with a powerful interface in React, Redux, and Java
- Iterated quickly on feedback to improve workflow efficiency
- Designed an extensible plugin framework for automatic point deductions

Wavelyric   **April 2016**
Web-based tool for mapping song lyrics to a karaoke track

- Developed a fast, open-source canvas waveform rendering library in JS
- Resolved an unmet stretch goal worth $3,000 by developing this tool
- Published the tool for use alongside a video game with 15,000+ players

Cookie Externalities   **March 2015 – October 2015**
Real-time game and learning experience for a Microeconomics class

- Wrote a Node.js server that supported 30+ concurrent connections
- Designed and built an AngularJS UX for a competitive market simulator
- Used the game to teach the impacts of externalities in a free market

PluckLock   **November 2014 – December 2014**
Android app that locks the device when it is snatched from the owner

- Developed the app in Java and XML with the Android SDK
- Published to the Google Play store (300+ installs) and F-Droid
- Received pull requests for translations into German and Italian

More projects and information available at timothyaveni.com

All open-source projects listed are available at github.com/syntaxblitz

Skills

Languages

JavaScript (ES2017), HTML/CSS3, Java, Python

Technologies

Node.js, Express, Socket.io, jQuery, React, Web Audio API, Flux, Redux, Reselect, Flow

Spoken Languages

English (native), French (intermediate)

Involvement and Recognition

- HackGT   **January 2018 – present**
  Organizer

- Google Games ATL   **2017, 2018**
  First place!

- Pearl Hacks   **2017**
  Mentor

- HackGTeeny   **2016**
  Mentor

- HackGT   **2016**
  Best Data Visualization
  Best Improvement to the
    Shopping Experience at Macy's