

# Timothy J. Aveni

timothyaveni.com

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## Education

Georgia Institute of Technology    Atlanta, GA

August 2016 – May 2019

- Bachelor of Science in Computer Science, 4.0 GPA
- Head Teaching Assistant, Data Structures and Algorithms (CS 1332)  
“aghhhh love tim!!!! 10/10 would recommend” (source: Fall 2018 anonymous course evaluation)
- Managed 30 teaching assistants and 600 students per semester
- Developed and taught lectures, designed and administered exams, assisted with creating materials for online course

## Experience

Facebook - Software Engineer - Misinformation Transparency    Menlo Park, CA

June 2019 – present

- Work full-stack on products that educate Facebook and Instagram users about fact-checks for false information
- Designed and implemented a caching framework to handle the load of trillions of requests per day
- Maintain and improve central backend product code, used to aggregate and present fact-checks across the platform
- Enhance data quality and leverage logging to inform product decisions and discover anomalies

Facebook - Software Engineering Intern    Menlo Park, CA

Summer 2017, Summer 2018

- During two internships, used Hack/PHP, Flux-backed React, and GraphQL with Relay
- Enhanced Facebook's video encoding infrastructure, resulting in an order-of-magnitude speedup in multiple product flows

Georgia Tech Contextual Computing Group - Research Assistant    Atlanta, GA

January 2017 – May 2019

- Designed a series of studies to explore teaching computer stenography skills through passive haptic stimuli
- Built hardware, firmware, and software, start to finish, to power and analyze dozens of user trials
- T. J. Aveni, C. Seim and T. Starner, “A preliminary apparatus and teaching structure for passive tactile training of stenography,” *2019 IEEE World Haptics Conference (WHC)*, Tokyo, Japan, 2019.
- T. J. Aveni, “Passive Haptic Learning for Computer Stenography,” 2019. Undergraduate Thesis.
- C. Seim, R. Pontes, S. Kadiveti, Z. Adamjee, A. Cochran, T. Aveni, P. Presti, T. Starner. “Towards Haptic Learning on a Smartwatch,” *ISWC '18*. ACM, New York, NY, USA, 2018.

## Projects

Language Transfer app    May 2020 – present

Mobile app in React Native for language learning

- Designed, built, and shipped an open-source app for Language Transfer, a free series of language courses for beginners
- Serves 100+ users daily and has 50+ 5-star reviews on Google Play

Bolt    September 2017 – May 2019

Grading assistant software in Electron for CS 1332 teaching assistants

- Built a grading tool with a powerful interface in React, Redux, and Java
- Used static and dynamic code analysis to analyze student submissions
- Designed an extensible plugin framework for automatic point deductions
- Developed and integrated a submission-compiling bot to alert students of broken submissions on Canvas before the deadline

Wavelyric    July 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 \$3,000 Kickstarter stretch goal by developing this tool

Cookie Externalities    April 2016

Real-time multiplayer game to teach Microeconomics concepts

- Designed and built an AngularJS UX for a competitive market simulator
- Wrote a Node.js server that supported real-time concurrent connections

More projects and information available at [timothyaveni.com](http://timothyaveni.com)

## Skills

Languages

JavaScript (ES2019), HTML/CSS3, Java, Python

Technologies

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

Spoken Languages

English (native), French (conversational)

## Involvement and Recognition

• Cold Case Act    May 2016 – May 2019  
Technology, Public Relations

• CTL Thank a Teacher    Dec. 2018, May 2019

• HackGT    January 2018 – May 2019  
Organizer, Curriculum writer, Workshop presenter

• Google Games ATL    2017, 2018  
First place!

• Pearl Hacks, HackGTeen    2017  
Mentor