

Tim Meek II

Software Developer

Motivated student completing Computer Science degree. Knowledgeable in wide range of development languages and methodologies. Bright critical thinker with proven talent for learning quickly in results-oriented environment. School projects included building apps, optimizing programs and validating code.

Education

2020-08 - Bachelor of Science: Computer Science

2021-12

University of Texas Permian Basin - Odessa, TX

- 3.9 GPA

2016-08 - Bachelor of Science: Neuroscience

2020-05

University of Texas At Austin - Austin, TX

- Graduated with 3.52 GPA

Work History

2020-06 - Personal 3D Printing Business

Current

Self-employed, Odessa, TX

- Use Photoshop, Illustrator, Fusion360 (CAD software) and other software tools to create personalized 3D models and products for customers.
- Use Cura and other slicing software to allow models to be printed by 3D printers.
- Using Marlin (an open source firmware based on FDM (Fused Deposition Modelling) 3D-printers using Arduino platform) to often code my own versions of software in C++ to allow my 3D printers to be more efficient and capable.
- Ensured customers received my highest level of production and work to satisfy their desires.
- Used critical thinking to break down problems, evaluate solutions and make decisions.

Contact

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Phone

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E-mail

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WWW

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Skills

Java, Python, C

Software Development

SQL and Database Design
Software

Database Connections
through Java

Capable of learning new
skills quickly

CAD 3D modeling and
printing experience

HTML, CSS, JavaScript Web
Development

Unity Game Development

Work efficiently in teams

Interpersonal and written
communication

Projects

Unity Build FPS Game

Using Unity, I built an FPS game that allows the player to maneuver an environment while shooting targets to complete the course as fast as possible.

React Native Application

Built a mobile application using React Native for my personal business that uses Google Firebase to retrieve information dynamically.

Zoo Animal Database Application

Using HTML and SQLite, I built an HTML application that allows the user to retrieve and manipulate information regarding animals that are living at zoos in Texas. This application uses SQL commands that I wrote to retrieve information from the database that I designed.

Address Book Application

Built an application in Java that runs off of an "Address Book" database. Database connections were made through Java to allow the user to insert, update, delete, and search for users personal information within the "Address Book" using a GUI.

Zork Style Python Game

Using Python I wrote a text-based adventure game that will allow the user to navigate through a multi-level house and use command like "move certain_direction" and "look" to get information about where they are currently located. The user also contains an inventory of items that can be gathered and used within the house by using "get item_name", "drop item_name" and "use item_name".