Tim Meek II

Software Developer

Motivated student completing Computer Science degree trying to pursue a career as a Software Developer. 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 - Current

Bachelor of Science: Computer Science

University of Texas Permian Basin - Odessa, TX

- 4.0 GPA

2016-08 - 2020-05

Bachelor of Science: Neuroscience

University of Texas At Austin - Austin, TX

- Graduated with 3.52 GPA

Work History

2020-06 - Current

Personal 3D Printing Business

Self-employed, Odessa, TX

- Use Photoshop, Illustrator, Fusion360 (a CAD software) and other software tools to create personalized 3D models for customers.
- Use Cura and other slicing software to allow the models to be printed by 3D printers.
- Using Marlin (an open source firmware based on FDM (Fused Deposition Modelling) 3D-printers using the Arduino platform) I am often writing my own versions of software in C++ to allow the 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

Address
Odessa, TX, 79762

Phone
(432) 640-7593

E-mail
tmeekwork@gmail.com

github
https://github.com/TMeek2

Skills

Java

Python

C

SQL and Database Design Software

Database Connections through Java

Photoshop, Illustrator, Lightroom

Fusion360, Cura

Capable of learning new skills quickly

PortFolio:

https://tmeek2.github.io/

Projects

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".

Custom Arcade Machine

Using a Raspberry Pi, RetroPie (a collection of open source software for emulating retro games), EmulationStation (the UI for browsing and launching games), RetroArch (the actual emulation management), and several emulators I was build a fully functioning arcade machine that is capable of running 1,000's of ROMs based on several different architectures that are fully playable based on the hardware I chose to use. On top of building the cabinet from scratch I designed all of the artwork used for the cabinet.