

Timothy Bington

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EDUCATION

The Complete Web Development Bootcamp by the App Brewery (Dr. Angela Yu) Dec. 2021

University of California, Irvine

GPA: 3.23

Bachelor of Science in Software Engineering & Minor in Management Jun. 2019

WORK EXPERIENCE

IT Service Management Engineer – Tata Consultancy Services | Rosemead, CA (Remote) Aug. 2019 – present

- Administered and controlled operations in a team of 5 personnel for the IT configuration management database of a major Southern California utility company while gaining proficiency in SQL and Excel.
- Responsible for continuously and reliably serving 1000+ IT employees and managing data integrity for 60,000+ company assets.

Web Developer Internship – Vusar | Irvine, CA Apr. 2019 – May. 2020

- Constructed the company website's homepage and account pages collectively with a team of 5 other web developers in an Agile environment using React.js and HTML/CSS.
- Achieved SCRUM tasks consistently every two-week sprints while using industry task management tools and best practices.

ACADEMIC PROJECT HIGHLIGHTS

The App Brewery Projects Mar. – Dec. 2021

- Created functional websites based on project curriculum from the App Brewery Web Development Bootcamp. These works included a music studio website, a personal blog page, an interactive to-do list, the Simon game, a playable drum set, and a meet-up webpage for pets.

Senior Capstone Project with SAP Innovation Center Jan. – Jun. 2019

- Developed an Alexa voice-interface application that provided mobile hospital appointment surveys. Worked with an SAP-sponsored team of 6 UC Irvine software engineering students in an agile scrum environment.

Medical Image Processing, Analysis and Visualization Software "MIPAV" Plug-in Sept. 2017 – Mar. 2018

- Assisted the modification process of a specialized Java plug-in for MIPAV in a team setting at the UC Irvine Department of Biomedical Engineering. Built code that analyzed coordinates taken from CT image scans.

Data Structure Assignments (C++) Sept. – Dec. 2017

- Implemented data structures consisting of linked lists, queues, and hash tables using a custom library through using C++.

Navigation System Apr. 2016

- Implemented a street navigation interface with the MapQuest API using Python.

Connect Four Expansion Mar. 2016

- Expanded a sample of the Connect Four game logic into an interface that supports play for multiple players. Implemented the Python socket library to connect program to designated game servers.

SKILLS AND TOOLS

- Technical Languages and Libraries: HTML/CSS, Bootstrap, JavaScript, Node.js, React.js, SQL, MongoDB, Java, Python, C++
- Technical and Design Tools: BMC Remedy, BMC Discovery, Microsoft Excel, Microsoft SQL Server, Atom, Adobe XD, Eclipse, VSCode, Alexa Console, Slack, Jira