

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

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

- Constructed the company website's homepage and account pages collectively with a team of 6 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 include 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 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

- Atom, Adobe XD, Visual Studio, Eclipse, SQL Server Management Studio, Microsoft Excel, Alexa Console, Slack, Jira, Microsoft Teams