Tim Stewart

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Education

University of California, Davis   **Davis, CA**
Computer Science   *SEPT 2020–DEC 2022*

Skills

Programming Languages:
– Proficient: Python, C++, C#, JavaScript, HTML, CSS
– Familiar: C, Java, R, LaTeX, Assembly

Tools and Frameworks: Unity, Git, Node.js, React.js, npm, Wordpress

System Administration: Docker, Kubernetes, Puppet, Networking (DNS, DHCP, TCP, etc.)

Adobe Suite Programs: After Effects, Illustrator, Lightroom, Photoshop, Premiere Pro

Languages: English, Korean

Experience

Libretexts   **Davis, CA**
Site Reliability Engineer   *DEC 2020–PRESENT*
– Responsible for maintaining a Kubernetes cluster that runs Binder and JupyterHub, services that allow teachers and students to write and execute code online.
– Configured networking equipment, used IPMI to access and bootstrap devices remotely, utilized CARP in a redundant router setting, and contributed to set up of custom DNS, TFTP, and web servers for the cluster.
– Contributed to Thebe and other open-source software used in the integration of the cluster with Libretext's front end.

Aggie Gaming at UC Davis   **Davis, CA**
General Officer, Director of Technology and Finances   *JUN 2020–PRESENT*
– Responsible for the creation, maintenance, and hosting of the organization's website.
– Led and hosted virtual events for members.
– Handled grant application and acceptance for events and kept track of the club's financial accounts.

Achievements & Projects

Gunrock Bot: Gunrock is a Discord bot for UC Davis students.
– Serves 4000+ users in various large Discord servers.
– The bot is able to perform course and class lookup and pull professor ratings in real time.
– Uses Beautiful Soup and Selenium in the backend for data scraping, collection, and storage.

getsac.online - **SacHacks III (1st place game development)**: For SacHacks III, I focused on implementing the game's core concept of graph-based structure building, relying on recursive algorithms for traversal. My work also involved implementing the rest of the team's work and ensuring playability.

In the Winds of Fate - **The Minus Jam 2020 (1st place overall)**: For In the Winds of Fate, I created various puzzle mechanics and a visual novel framework for use by our team's content creators. I also directed the team's progress through game development and assisted in level and UI/UX design.

Officeware Inc. - **Cybersecurity Game Jam 2021 (3rd place overall)**:
– Implemented an in-game computer terminal users could execute commands on.
– Led the team and managed content creation tind implementation.
– Worked to ensure technical accurancy and educational value whenever possible.

Computer Building: I run a personal business of building and selling computers. My work includes sourcing parts, assembling the computers, and selling them on various marketplaces.