

**Timothy Polnow**  
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### **Education**

Old Dominion University, Norfolk VA, Graduated June 2017

Bachelors in Mechanical Engineering, Power and Energy  
Minor in Computer Engineering

Courses in HVAC Design and Gas Dynamics.

Courses in Advanced Algorithms and Microcontrollers.

### **Employment History**

#### **TSC: Technology Service Corporation**

**Software Developer** : 2020 - Present

#### **RSGS** : Robotic Servicing of Geosynchronous Satellites

- IRW : Integrated Robot Workstation
- Created software to interface with both the real and simulated flight software
- Software Lead for planning tools, data editors, verification and storage

#### **Praxis Inc**

**Software Developer** : 2017 - 2020

- SECCHI - Web developer on the SECCHI project to upgrade the central public website.
- WISPR - Database developer for the ssr data pipeline.
- PRISM2 - Web developer for the ground-up redesign of the Prism workgroup tools and api integration.
- Seadragon - Developed the data conversion pipeline for collected images.

#### **Ludic Games LLC**

**Lead AI Developer** : 2016 - 2017

- Small games development startup focusing on simulations with unusual economic systems.
- Developer for AI logic, and behavior trees.
- Designed all data structures, and storage.

### **Groups/Organizations**

#### **VEX-U Robotics Team**

**Prototype Engineer** : 2016 - 2017

- International robotics competition where colleges and universities design, build, and program robots to compete against each other in a game-based engineering challenge.
- The game was to gather objects on your side of the field and throw them onto your opponent's side as quickly as possible.
- Engineer for pneumatic systems and drive train.
- 2nd In New York Tournament.

#### **ASME Aerospace East**

**Volunteer** : 2016 - 2017

- Competition to design and build an rc and auto piloted airplane to carry a payload.
- Volunteered with construction of the vehicle.

#### **KSP to Mars**

**Automation Team** : 2014 - 2016

- A project to design, program, and fly a simulated mission to Mars.
- I designed the software to execute transfer orbit burns and course corrections.

### **Skills**

- Java
- C++
- C#
- Matlab
- Python
- Assembly    Unix
- Drupal
- Django
- MySql

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## **References**

William Riegel  
Lead Developer at Lucid Games LLC  
703 - 732 -1469

Jamie Lennon  
Manager at RSGS  
443-542-8686

Patrick Jones  
Colleague at TSC  
240-217-7895