

Timothy Itayi

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EDUCATION

Dev Academy Aotearoa New Zealand

Engineered full-stack applications with React, Redux, and SQL databases during an intensive 6-month in-person bootcamp, leveraging daily hands-on pair programming

May 2023

Harvard CS50 Intro to Computer Science

Applied core computer science fundamentals, algorithms, and data structures to build functional solutions in C, Python, and SQL over a rigorous 4-month curriculum.

Apr 2024

CLOUD PROJECTS

[Photo Dump](#)

Personal Project

April 2025

AWS

- Integrated AWS S3 to provide scalable, cost-effective storage solutions, ensuring high availability of media assets.

[Message in a Bottle](#)

Personal Project

April 2025

AWS

- Deployed a fully serverless architecture leveraging AWS services and DynamoDB to guarantee fast data retrieval and high scalability.

WEB/ MOBILE APP PROJECTS

[AMBER](#)

Personal Project

Jan 2026

React-Native-Expo

- Programmed a single-player narrative decision-making game using React Native and Expo, focusing on complex state management and branching logic.

[Restock](#)

Personal Project

August 2025

React-Native-Expo

- Developed an offline-first inventory utility mobile app designed to streamline stock management for small retailers.
- Engineered an export feature utilizing the native iOS Share Sheet, enabling users to seamlessly share formatted data via Messages, WhatsApp, or Mail.

[Showdown](#)

Personal Project

July 2025

React-Native-Expo-Supabase

- Built a mobile card battle game using React Native, featuring custom animated transitions and complex attribute comparison logic.
- Integrated Supabase to manage real-time game data and maintain a live, synchronized Scoreboard.

[Stacks](#)

Personal Project

July 2025

Sveltekit-PIXIjs

- Developed an arcade-style stacking game utilizing JavaScript and HTML5 Canvas, implementing custom game loop logic and collision detection.
- Configured automated deployment pipelines via Vercel for continuous iteration and delivery.

CERTIFICATIONS, SKILLS & INTERESTS

- Technologies: *Languages: TypeScript, C, C++, Python
- Frontend: React, Svelte, PixiJS
- Backend & Cloud: Node.js, PostgreSQL, AWS
- Tools & DevOps: Git, GitHub Actions, Vercel, Jest, Playwright
- Certifications: Applied Software Development, Introduction to Computer Science
- Practices: Agile Workflows, Code Reviews, CI/CD, Remote Team Coordination
- Interests: Sim Racing; Endurance Racing; Boxing; Calisthenics; Reading