

Timothy Itayi

timothy_itayi@icloud.com | (+61) 425 419 881 | Melb, Australia | [Portfolio](#) | [Github](#)

EDUCATION

Dev Academy Aotearoa New Zealand

May 2023

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

Harvard CS50 Intro to Computer Science

Apr 2024

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

CLOUD PROJECTS

Photo Dump

April 2025

Personal Project

AWS

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

Message in a Bottle

April 2025

Personal Project

AWS

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

WEB/ MOBILE APP PROJECTS

AMBER

Jan 2026

Personal Project

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

August 2025

Personal Project

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

July 2025

Personal Project

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

July 2025

Personal Project

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