

Timothy Sung

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Objective

- ❖ Rising third-year Senior Computer Science student with experience in industry software engineering seeking entry-level positions in software engineering. Hoping to break into large-scale and impactful software projects involving distributed systems, computing, or other fields. Current concentration in information, networks, and intelligence.

Education

Georgia Institute of Technology | August 2022-Present

- Major: Computer Science, GPA: 4.0
- Relevant coursework: Design & Analysis of Algorithms, Computer Systems & Networks, Data Structures & Algorithms, Computer Networking, Database Systems, Computer Organization & Architecture, Applied Combinatorics, Linear Algebra I/II, Discrete Mathematics
- Expected graduation date: May 2025

Work Experience

Amazon Web Services | May 2024-August 2024

- Designed and deployed integration tests for a streamlined provisioning service for S3.
- Improved existing architecture to integrate tests and their resources into the CI/CD pipeline using native AWS services.
- Automated ticketing and cleanup as a focus on reducing maintenance debt and metrics monitoring.
- EC2, DDB, CDK, IAM, STS, Step Functions, AutoScaling, CloudWatch.

Extracurriculars & Research

GT WebDev | August 2023-Present

- Spring 2024 Project Manager, leading a group of 5-7 peers to develop a real-time collaborative whiteboard app.
 - Implemented a custom OAuth 2.0 system integrated with websockets for a secure and fast service.
- Implemented server API endpoints for the front-end client that creates, manages, and stores event invitations using Google Cloud, ExpressJs, and MongoDB.

Intelligent Digital Communications | *Vertically Integrated Projects, Research* | August 2023-Present

- Developed and configured a Docker image host a Python Flask API to support signal and data processing.
- Researched radio demodulation and digital signal processing.

Skills & Abilities

Coding Projects

- Developed a code documentation generator for python projects using OpenAI and Sphinx APIs.
- Created a multithreaded image processing application/GUI on JavaFx. Features range from gray-scaling to changing image contrast.
- Led a team to develop a 2D frogger game on Android Studio. Coordinated project requirements and managed work distribution. Developed a simple game engine and coordinated the lifecycle of each activity in the app.

Skills

- Java, Kotlin, AWS, Python, C/C++/C#, JavaScript/TypeScript/Node.js, ExpressJs, Google Cloud Platform, SQL/mysql, MongoDB, Firebase, Docker, Git, UML, React, ThreeJs/WebGL, HTML, CSS
- VS Code, IntelliJ, Eclipse, Android Studio, Jupyter Notebook, Windows/Linux