Tim Kaing

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Arizona State University   B.S. Computer Science
Anticipated Graduation: May, 2018

<Skills>

Proficient:
- HTML
- CSS
- Javascript
- Java

Familiar:
- Python
- Swift
- C
- C++

Tools:
- Photoshop
- InDesign
- Illustrator
- Unity
- Sketch
- 3ds Max
- Git

Tools:
- Windows
- Linux
- OS X

<Activities>

Hackathons:
- CalHacks 2014
- HackSC 2014
- McHacks 2015
- LA Hacks 2015
- Hack MIT 2015

Conferences:
- HackCon 2015

Experience

CIS Consulting Team - Web Developer   December 2014 - May 2015
Team member of the CIS Consulting Team at ASU. Students and Faculty of Arizona State University's W.P. Carey's School of Business consults with many local businesses with the goal of improving their companies. In charge of designing and revamping the client's website.

Vib.In - Front End Developer Intern   Summer 2015
Main developer and designer for Vib.in, a Wharton Start Up. Helped design and create an online marketplace and blog utilizing multiple platforms such as Squarespace, Shopify, and Wordpress.

Projects

BitCatcher - Created at Hack The Planet   August 2015
An iOS game that was developed with Sketch which utilized the Braintree & Blockchain API. This game educated users about BitCoin and would help the user open their first BitCoin Wallet in order to play the exciting, yet simple game.

Sparkmail: Ephemeral Emailing - Created at McHacks   February 2015
Utilized node.js, express.js, MailJet's API to create an email service where a user can send a body of text or images to our server that would then convert the user's content into a .gif file that would play in their inbox on any platform or device which would then only play once before being deleted forever.

Extracurrriculars

Desert Hacks - Director   December 2014 - Present
Founded the first Hackathon to Arizona State University. Managed sponsorships, logistics, volunteering, marketing, and techology. Developed the branding for the hackathon and contributed to the creation of the website.

Achievements

LA Hacks 2015 - Best Pebble Hack   April 2015
Awarded the Best Pebble Hack at LA Hacks for creating "Hackawatch", an app for the Pebble Timeline Smartwatch. Utilized node.js, Pebble.js, and C to create the app which would allow users to recieve notifications through Timeline based on their user preferences and event they are at.

Hack MIT 2015 - Best use of Visual Media   September 2015
Awarded the Best Use of Visual Media prize by Disney Tech for creating "Pocket Change", an iOS Mobile Game. Utilized Swift, Parse, and Capital One's API to create a donation game. The game and all of it's sprite and assets were designed using Sketch and Photoshop. The purpose of the game was to gamify donations, by creating a competitive game.