Timmy Chen

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EDUCATION

Rutgers University New Brunswick, NJ
Bachelor of Arts, Computer Science May 2025
Bachelor of Science, Business Analytics and Information Technology May 2025

- GPA: 4.0/4.0

PROFESSIONAL EXPERIENCE

JupyPod, Remote - https://github.com/JupyPod/JupyPod Sept 2023 - Present
Developer (Part-time)

- Developing an application using React, TypeScript, React Flow, and Remirror based on CodePod, where users can organize data and code on a canvas, allowing for seamless visualization and scalability.

CodePod Inc., Remote - https://codepod.io/ Jun 2023 – Aug 2023
Summer Intern

- Implemented front-end UI related features including font size adjustment sliders, auto-hiding toolbars, and styling adjustments to improve user experience using React, Typescript, and Zustand for state management.
- Learned collaborative coding and workflow management skills through experience with GitHub.

Rutgers Algorithmic Robotics & Control Lab, New Brunswick, NJ Jun 2023 – Aug 2023
Undergraduate Assistant

- Constructed several differential drive robot models by utilizing 3D printed parts and soldering circuit boards.
- Collaborated with other students to develop a curriculum and lesson plans related to robotics basics targeted towards high school students.

PROJECTS

Portfolio Website - https://chimmyten.github.io/Portfolio-Website/

- Built a personal website built with HTML, CSS, and vanilla JS functioning as a showcase for projects and work.

Weather App - https://chimmyten.github.io/weather-app/

- Created an interactive weather app built with React and Bootstrap that allows users to easily search for a location and receive weather information as well as the forecast with adjustable settings.
- Utilized the Free Weather API (https://www.weatherapi.com/) to collect weather data and display it to users.

Pure Pursuit Lecture Video - Google Drive Link

- Wrote a program in Python and employed the Matplotlib library to simulate the implementation of the Pure Pursuit Controller for robot path tracking in a 2D plane, serving as a visualization tool for the algorithm.
- Collaborated with another student to produce a supplementary lecture video detailing the Pure Pursuit Controller that explains the concepts and mathematical principles of the algorithm.

Chess - https://github.com/chimmyten/Chess

- Collaborated with another student to build a package in Java applying object-oriented programming principles that serves as a functioning Chess game, where users can play chess against an opponent.

SKILLS

- Languages: Java, Python, C, HTML/CSS, JavaScript, TypeScript, SQL
- Tools: React, Bootstrap, MUI, React Flow, Remirror, Matplotlib, Zustand, Docker
- Coursework: Software Methodology, Design and Analysis of Algorithms, Linear Algebra, Data and Information Management, Computer Architecture