Eric Timmerman

12410 SW Center St, Apt 95
Beaverton, OR 97005
phone: (503) 899-5085 email: eet1992@gmail.com
https://github.com/clantant

EDUCATION

Bachelor of Science in Computer Science
Oregon State University, Corvallis, OR, graduated December 2015: 3.13 GPA
Coursework in software engineering, database design, operating systems, data structures

QUALIFICATIONS

- Strong analytical skills
- Excellent problem solving skills
- Programming and design skills
- Leadership

- Linux system-level debugging
- Puppet Fundamentals
- Backend development focus

WORK EXPERIENCE

Systems Engineer
July 2015 to Present
CDK Global - Portland, Oregon

- Debugged large software stacks on a system level
- Modified legacy software to work on 64 bit systems
- Worked with CentOS products and packages to support application level development
- Using RPM and make revamped an old recursive make to allow for modular building and continous integration
- Worked on major operating system project as a pivotal resource that pushed it forward
- Changed between tcl, php, ksh, bash, C, and python on the fly to effectively find the source of many problems
- Debugged old postgresql and pick commands for newer standards
- Triaged and corrected a terminal based menu system
- Using ansible managed virtual machines in an upgrading process
- Used Git, Confluence, Jira, and Agile Methodology

Release Engineering Intern
June 2014 to September 2014
Puppet Labs - Portland, Oregon

- Worked on software packaging and build automation using Ruby and Rake.
- Using Linux repackaged multiple packages for AIX, Mac OS X, Solaris, Debian, and Redhat.
- Created a solution for Ruby Gem signing using GPG detached signing.
- Integrated with the full time team and worked in the same capacity as a full release engineer.
- Used Git, Confluence, Jira, and Agile Methodology

Building Manager
August 2010 to June 2015
La Sells Stewart Center - Corvallis, Oregon

- Worked with clients to ensure proper setup of rooms and catered to their needs during events.
- Coordinated with a team on sound and lighting design and on implementation.

- Set and maintained lighting scenes and designs; focusing on in the moment looks and feels.
- Moved equipment into proper positions and set rooms according to strict guidelines with a team.

EXTRA NOTES

Implementation
- Multiple C projects using POSIX mutexes, sockets, and threads
- Python programs with system communications

Leadership
- Eagle Scout Award (Boy Scouting)
- Vigil honor (Honor Society of Scouting)

Design
- Waterfall process for a mobile app to find carpooling possibilities (class, did not implement)
- Agile process for a website for people to give away their free stuff (class, partially implemented)
- Algorithm principles, implemented travelling salesman problem with genetic algorithm (class)
- Auction software from the ground up using python, flask, and sqlite. (side project)

Embedded Software
- Built several assembly projects with an Atmega 128 chip
- Worked on a Feline Health Tracking system in a cross-discipline (ECE/CS) senior design project.