Eric Timmerman

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CAREER OVERVIEW

Detail-oriented amateur with knowledge of personal hardware and software focusing in the windows environment but experience with Linux/Unix.

EDUCATION

Bachelor of Science, Computer Science
Oregon State University, Corvallis, OR, expected June 2015 GPA : 3.19
Coursework in software engineering, database design, operating systems, data structures

QUALIFICATIONS

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

TECHNICAL SKILLS

Skills	Experience	Total Years	Last Used
C, Python	Average	4	Spring 2014
Puppet	Fundamentals training	1	September 2014
Ruby	Average	1	September 2014

WORK EXPERIENCE

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 resulting in gems that can easily be tied to Puppet Labs.
- Integrated with the full time team and worked in the same capacity as a full release engineer.

EXTRA NOTES

Implementation
- Multiple C projects using POSIX mutexes, sockets, and threads
- Auction software from the ground up using python, flask, and sqlite. (side project)

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)

Embedded Software
- Built several assembly projects with an Atmega 128 chip
- Designed and implemented multiple programs on an embedded platform using C as a back-end and C++ for a frontend (class projects)
- Working on a Feline Health Tracking system in a cross-discipline (ECE/CS) senior design project.