

Timmy Wu

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Education

Michigan State University
Bachelor of Science in Computer Science

East Lansing, MI
Apr 2024

Experience

Michigan State University
Software Developer | React, Python, AWS, NPM

East Lansing, MI
Jan 2024 – Apr 2024

- Collaborated on a team of five students in MSU's senior Capstone Course to design and implement [Employee Badge Image Validation Tool](#)
- Worked directly with Amazon to develop and refine a detailed project plan
- Produced a machine learning model with an 84% accuracy in detecting valid badge images
- Executed rigorous testing for error handling, providing a full reliable user experience

Projects

Web Portfolio | Javascript, Flask, Python, Docker

Jan 2024 – Apr 2024

- Developed a web application as part of a course on contemporary web application development techniques
- Implemented user authentication with login and registration functionality
- Create and implemented 6 functions in a local database to access and store login information
- Developed a real-time chat feature using WebSockets allowing 10+ simultaneous user connections

SkivLethalMod | C# | [GitHub Link](#)

Dec 2023 – Apr 2024

- Developed a utility mod to a game that allows users to test game mechanics more freely
- Implemented a configuration system for 6 mod settings and hotkey support
- Enabled users to move at 2x speed and jump unlimited times

Nightvision Mod | C# | [GitHub Link](#)

Dec 2023 – Apr 2024

- Collaborated on the development of a nightvision mod to a game to see in the dark
- Achieved over 30,000 downloads, demonstrating strong user interest
- Enhanced user experience to demonstrate game mechanics in better lighting conditions

Sparty Game | C++

Jan 2022 – Apr 2022

- Worked in a team of five to develop a 2D platformer game as part of an object-oriented programming course
- Applied design techniques to ensure reliability, reusability, and maintainability of the codebase
- Implemented character mechanics, including jumping, running, and collision detection, ensuring smooth gameplay

Networking | Cisco Packet Tracer

Jan 2019 – May 2019

- Created a working simulation of networks working with OSPF, VLANs, RIP, and servers
- Established inter-network communication channels utilizing routing protocols and access control policies
- Conducted thorough testing of communication between simulated networks

Skills

Programming Languages: Python, C++, C#, C, JavaScript, HTML, CSS, Java, SQL

Technologies: React, Node.js, Flask, BepInEx, MySQL, PostgreSQL, SQLite, NPM

Tools: Git, Amazon AWS, Docker, Google Cloud Platform, GitHub, GitLab, Figma, Cisco Packet Tracer

Hobbies

Game Coaching

Jun 2023 – Present

- Provide personalized coaching and guidance to individuals in various aspects of gaming, including strategy, tactics, and teamwork
- Analyze gameplay to identify areas for improvement, offering constructive feedback and strategies

Game Development/Modding

Nov 2018 – Apr 2024

- Explored game development as a hobby, gaining foundational knowledge in game design principles and programming concepts
- Created game prototypes using game engines such as Gamemaker Studio 2 and Unity