Timmy Wu

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Education

Michigan State University   East Lansing, MI
Bachelor of Science in Computer Science   Apr 2024

Experience

Michigan State University   East Lansing, MI
Software Developer | React, Python, AWS, NPM   Jan 2024 – Apr 2024
- Collaborated in a team of five SDEs to design and implement Amazon Employee Badge Image Validation Tool
- Mentored directly by Amazon employees to develop and refine a detailed project plan
- Produced a machine learning model with an 87% accuracy in detecting valid badge images
- Operated within an Agile framework, adapting to changes through iterative development and effective collaboration

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

Unity Game Plugin | C#, BepInEx, ILSpy | 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#, BepInEx, ILSpy | 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

Facebook Clone | HTML, SCSS, React, Python, Flask   Feb 2022 – Apr 2022
- Integrated multithreaded sockets and server sent events to create a live chat room application between 2 users
- Built a REST API to handle 10+ simultaneous user requests while preventing vulnerable side effects

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

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, ILSpy

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