TIMOTHY M. GLEW

(517) 896-5394 • GLEWT@OREGONSTATE.EDU
TIMGLEW.COM • GITHUB.COM/GLEWTIMO • LINKEDIN.COM/IN/TIMOTHYGLEW

OBJECTIVE

To secure a software engineering position following my expected graduation in June 2020 where I can utilize my teamwork, communication, and technical skills to help achieve organizational goals while growing as a professional within the software development field.

EDUCATION

Oregon State University, Corvallis, OR **3/2019 – Present**
Bachelor of Science, Computer Science **(Expected Graduation June 2020)** - GPA: 4.00/4.00

Michigan State University, East Lansing, MI **8/2017 – 5/2018**
Master of Science, Accounting - GPA: 4.00/4.00

Michigan State University, East Lansing, MI **8/2013 – 5/2017**
Bachelor of Arts, Accounting - GPA: 4.00/4.00

SKILLS

- Experience with: C++, C, Python, x86 Assembly, JavaScript, HTML, CSS, SQL, Express.js, Node.js, Bash, Git

WORK EXPERIENCE

Deloitte – Financial Statement Auditor, *Detroit, MI* **8/2018 – 7/2019**

- Worked on multiple teams of 3-8 professionals to complete financial statement audits for healthcare and gaming industry clients
- Developed strong organizational, time-management, and written/verbal communication skills as a result of daily coordination of work and information between teams and clients

Michigan State University – CSE 101 Graduate Assistant, *East Lansing, MI* **8/2017 – 5/2018**

- Instructed 3 sections of CSE 101 - Computing Concepts and Competencies through a combination of lectures and guided exercises (12 hours of instruction per week)
- Topics taught included: information storage, retrieval, management, and representation, introduction to VBA and decision structures, and introduction to databases and SQL

PROJECTS

Chess Game with AI (C++)

- Full chess game implementation playable by two human players or one human versus an AI
- The AI selects a move to make by evaluating legal moves and identifying the move that produces the most favorable board state for the AI
- The AI calculates board favorability by assigning a value representing relative strength to each piece and adjusting this value up or down based on the piece's location on the board

Full Stack Library Catalog (HTML, CSS, JavaScript, Node.js, Express.js, Handlebars.js, MySQL)

- Implemented a MySQL database with a web-based UI to track authors, books, publication editions, employees, patrons, and rentals for a fictional library
- Records for each entity can be created and viewed through a web-based UI
- Additionally, rental entity records can be updated or deleted from the database through the UI
- Implemented a search feature that allows users to search for books based on title and/or genre

Spell Checker (C)

- Implemented a case-insensitive spell checker
- Spell checker indicates if a user provided word is spelled correctly or not, and if it is spelled incorrectly, uses a Levenshtein distance calculation to provide the five closest matches
- Includes a full hash map implementation that is used in tracking the results of Levenshtein distance calculations