Timothy Ng
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Education:

University of Massachusetts Amherst   December 2016
Primary Major: Computer Science
Secondary Major: Mathematics
GPA: 3.77

Relavent Courses

Software Engineering, Computer Networks, Artificial Intelligence, Applied Linear Algebra,
Practice and Applications of Data Managment, Introduction to Scientific Computing, Statistics,
Introduction to Abstract Algebra, Combinatorics and Graph Theory

Experience:

Lead Programmer
September 2016 – December 2016
Glowlime Games
   - Leading a group of programmers to create a mobile card game Lex the Wizard
   - Developed a system to quickly add and change card parameters when design team changes card effects

Programmer
June 2016 – August 2016
MassDigi
   - Developed Android/iOS game Fustion Galaxy using Unity3D
   - Increased object spawning efficiency and reduced response time when a game object is spawned

Languages and Skills:

SQL, C#/.Net, Java, C, C++, HTML, CSS, Javascript, Python, Git, MatLab, Octave, OpenGL, Unity3D,
Agile Methodologies, Project Management, Trello, Slack, Excel

Projects:

FaceDetect – Desktop app that takes live video and detects faces
Mood Tracker – Mobile app to store a persons moods and behaviors and find patterns
TimEng – A 3D game engine written from scratch in C++
Sofa King – Website that allows people to watch videos in sync with other users

Academic Honors:

Data Structures Cource Citation 2013
"For outstanding performance in all aspects of the course."

Programming Methodology 2014
 "For earning at least 95% for your course total grade and for being in the top 14 students out of 126."

Introduction to Computation 2014
"For the seventh best overall score in the course."