

# Timothy Pena

Software Engineer

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🏠 San Antonio, TX, United States

📅 Date of birth 05/19/1993

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## EDUCATION

**BSCS ( Bachelor of Science in Computer Science ), Rice University**

Computer, Math, Cryptography.

From 2011 to 2015

Houston, TX, USA

## WORK EXPERIENCE

**React Native Developer, Frienzy Inc.**

From March 2023 to

November 2023

San Francisco, CA

Share and Experience the adventures with friends together.

- Built the Frontend using Next.js from scratch.
- Spearheaded the development process using React Native, collaborating closely with friends to bring Frienzy to life, ensuring smooth implementation of key features and functionality ( Chat, Room, Real-Time Location Sharing, Expense Tracker etc)
- Led the deployment into production on both Google Play and Apple App Store for a full production release of the app.

**React Native Develpper, ASAP Mobile RV Repair LLC**

From November 2021 to

December 2022

Phoenix, State of Arizona

- Debugged and implemented features in the existing codebase in React, Express.js, and - React Native for deployment to the App Store and GCP.
- Contributed to the development of the admin panel, back end, and two React Native mobile apps-the technicians' and customers' apps.
- Implemented Google Maps, MongoDB, Twilio, Facebook login, Google login, Apple login, and AWS storage SDK on both React Native client and Express.js and Node.js back end.
- Worked as a full-stack developer in building the entire echo system from the back end to the client with all third-party API configurations like GCP, AWS, Twilio, MailGun, Firebase, Google Map SDK, etc.
- Tracked and maintained issue tickets on Jira in an agile manner.
- Solved many outdated codes and issues, deployed the back end and website on the GCP, and published the client's app on TestFlight, while managing both Apple developer certificates and the Firebase console.

**Flutter Developer, STREET SMART FITNESS LLC**

From January 2021 to

September 2021

New York

**Muscle Mode**

- Fixed critical bugs for performing payments, such as subscription and lifetime purchases, within the app.
- Enhanced UI navigation in different app areas for a better experience, such as when launching the app or performing payments.
- Led the deployment into production on both Google Play and Apple App Store for a full production release of the app.

Tech: Flutter, iOS, Android, Firebase, Digital Payments, Google Play Store, App Store, TestFlight, User Interface (UI)

## WORK EXPERIENCE

### Frontend and Game Developer, University of Windsor

From April 2020 to December 2020

Remote

- Built a game for a psychology research study run by a University of Windsor professor.
- Build an initial prototype in Electron before pivoting to a website environment.
- Implemented basic CRUD functionality for configuring games/experiments.
- Authenticated users for researchers vs. participants/players with role-based access control (RBAC).
- Created a website front end using Solid.js, TypeScript, and CSS.
- Built and connected a MongoDB/Express.js Node.js back end.
- Hosted a deployment on AWS (Amazon EC2, Amazon Route 53, Docker, NGINX, Let's Encrypt)

### Frontend and Three.js Developer, Merciv LLC

From January 2018 to August 2020

Brooklyn, NY

- Built a React/Three.js website for a film portfolio with Webflow integration.
- Integrated Three.js with React via the react-three-fiber library.
- Developed a custom integration with Webflow CMS collection/REST API.
- Applied dynamic textures to 3D models based on data in the Webflow CMS.
- Mapped page scroll to 3D camera movements in real time.
- Positioned a native HTML5 video player in 3D space in the scene.
- Exported GLTF 3D exported from Blender, optimized for performance and file size to be rendered in the browser.

### Front-End and Visualization Developer, MOKA

From February 2016 to

October 2017

NY

- Created several React components with D3 charts that support interactive visualizations of market data projections and analysis.
- Developed unit tests and component snapshot tests using Jest and Enzyme.
- Implemented client-side data transformations to map, filter, reduce, etc. large datasets for display in interactive SVG charts.
- Supported dynamic forms for providing market data analysis for food and beverage companies making projections about product/factory capacity, cost, and several other factors.
- Created dynamically populated data filters as dropdowns, checkbox groups, input fields, sliders, etc. in order to evaluate and pivot market data analysis charts.
- Used Chrome DevTools to investigate and fix front-end rendering performance issues and computationally intensive bottlenecks.

## SKILLS

HTML, CSS, Javascript, Typescript, Three.js

Flutter, iOS, Android, Firebase, Digital Payments, Google Play Store, App Store, TestFlight

React Native, Front-end Development, Square API, React, Square, Twilio, Google Cloud Platform (GCP),

Amazon EC2, Amazon Route 53, Docker, NGINX, GIT

Node Clusters, iOS, Minimum Viable Product (MVP), Full-stack, SDKs, Jest, Enzyme

Google App Engine, Google Cloud API, AWS IAM, Amazon S3 (AWS S3), Jira, Postman, Express

## INTERESTS

Mathematics

Expert

Soccer

Fan

Computer Game

Play for fun

## SOCIAL NETWORKS

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