Timothy Renney

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LinkedIn: https://www.linkedin.com/in/timothy-renney-644146192/

Portfolio: https://renneytj.github.io/

Education

University of Michigan (April 2022)

Ann Arbor, MI

Bachelor of Computer Science Engineering

Minor in Music and Math

Relevant coursework: Software Engineering

Intro to Game Development Intro to Machine Learning

GPA: 3.678

Experience

TEKSystems

Developer

May 2022 - Present - Lansing, MI

- Worked as a consultant software developer for Auto-Owner's TPP web team (contract to hire).
- Went through Pega and Java training and completed various front-end Pega projects.

EMBiR Lab (Evolution and Motion of Biology and Robotics)

Research Assistant

October 2018 - April 2022 - Ann Arbor, MI

- Wrote Python scripts that trains a neural network to generate snake masks for pattern analysis.
- Researched existing software to quantitatively compare snake patterns between choral snakes and mimics to increase knowledge of convergent evolution.
- Co-authored a methods research paper for batch masking. (doi: https://doi.org/10.1101/2021.11.12.468394)

UM::Autonomy

AI Project Lead

September 2019 – April 2022 - Ann Arbor, MI

- Co-lead project involving the use of neural networks for improved computer vision.
- Lead project involving combining the ZED Camera and Lidar data to create a universal dataset.
- Created and implemented algorithm to find center and front normal vector of dock from LiDAR data.

Technical Skills

Programming Languages: Java, C, C++, C#, Python, JavaScript, HTML, OCaml, MATLAB, R

Software: Pega, Git, Bitbucket, Linux, gcc, Unity Game Engine, Anaconda, ROS, Blender, Microsoft Excel

Volunteer

Beta-Epsilon chapter of Eta Kappa Nu (HKN)

Membe

January 2020 – April 2022 - Ann Arbor, MI

Volunteered for a Science Olympiad and technology support at a retirement home.

Awards

Eagle Scout Rank and Three Eagle Palms
Winner of Fall EECS 183 Showcase Stryker Award

September 2017 December 2018