# Tim McCabe

https://stackoverflow.com/users/story/10601037

mccabetp@mail.uc.edu

(330) 413-5633

#### Education

**University of Cincinnati** — Bachelor of Science in Computer Science

Expected 2021

GPA 3.92, University Honors Program, Cincinnatus Excellence Scholarship, National Merit Scholar Minor in Mathematics

### **Experience**

**Software Development Co-op** — Siemens PLM Software, Milford, OH

Jan 2018 - Present

- Developing automated testing software in Java
- Creating a Node.js server to store test cases and results and coordinate test runs
- Redesigning the user interface of a Chrome extension using Bootstrap
- Fixing bugs in a C#/AngularJS full-stack application
- Modernizing the user interface of an AngularJS website using Material design
- Fixing and creating automated site tests in C#

**IT Support** — Crisis Intervention and Recovery Center, Canton, OH

Jun 2016 - Aug 2017

- Created training materials and training staff to use the new electronic health record (EHR) system
- Worked with mental health professionals to determine the best EHR practices for staff
- Wrote drafts of policy related to naloxone administration
- Remotely transferred the doctor's handwritten notes into electronic medical records
- Started volunteering in June of 2014 and was hired after two years of steady productivity and ambition

#### Skills

Proficient - Node.js, Java, JavaScript, React, and C++

Familiar — AngularJS, C#, Python, MATLAB, and Clojure

## **Projects**

Engineering Models II Honors Experience — University of Cincinnati

Jan 2017 - Apr 2017

JavaScript golf simulator based on models of aerodynamic forces developed and tested in MATLAB

Super Mario Kart AI — University of Cincinnati

Nov 2017 - Dec 2017

Neural network written in Python that learns to play Super Mario Kart using a genetic algorithm

Generic Blog Platform — <a href="https://qithub.com/sir-tim-mccabe/Generic-Blog">https://qithub.com/sir-tim-mccabe/Generic-Blog</a>

Oct 2018 - Nov 2018

Blog website written in Node.js and React with OpenAPI 2.0 documentation