# Tim McCabe

timmcca.be me@timmcca.be (330) 413-5633

#### Education

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

Expected 2021

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

## **Experience**

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

Jan 2018 - Dec 2018

- Developed automated testing software in Java
- Created a Node.js server to store test cases and results and coordinate test runs
- Redesigned the user interface of a Chrome extension using Bootstrap
- Fixed bugs in a C#/AngularJS full-stack application
- Modernized the user interface of an AngularJS website using Material design
- Fixed and created 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**

PAG Tour — github.com/ModelsHonorsExp/ModelsHonorsExp.github.io

Jan 2017 - Apr 2017

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

Super Mario Kart AI — github.com/timmcca-be/Mario-Kart-AI

Nov 2017 - Dec 2017

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

Generic Blog Platform — github.com/timmcca-be/Generic-Blog

Oct 2018 - Nov 2018

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

Speedrun Timer — <u>github.com/timmcca-be/Speedrun-Timer</u>

Aug 2017 - Sep 2017

Android app with a precise countdown timer and audio cues