

Tim Bedford

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Skills

Languages: JavaScript/TypeScript, C#, Python, Ruby, C++, Clojure, HTML, CSS, SQL

Tools/Frameworks: React (web and Native), .NET, Node.js, Ruby on Rails, Angular, Flask

Testing: XUnit, Jest, RSpec, Pytest, Appium

Databases: PostgreSQL, SQL Server

DevOps: Docker, CI/CD (GitHub Actions, GitLab CI/CD)

Experience

HappyDoc

Software Engineer

October 2024 - July 2025

- Implemented features across frontend website (React) and mobile app (React Native) that improve user workflow.
- Developed dashboard with low-code platform to facilitate internal processes.
- Fixed various bugs across the stack.

PICKUP

Software Engineer II

August 2022 - March 2023

Software Engineer I

April 2021 - August 2022

- Collaborated with UX designer to implement features both in the React Native mobile app and an Angular app for internal customers.
- Introduced pipeline-driven unit testing to said Angular application.
- Implemented backend and frontend features that enabled automation of delivery dispatching.
- Replaced app's adhoc state engine with idiomatic Redux state management.
- Helped split a large legacy monolith into specialized services via REST APIs, AWS SNS eventing, and extracting shared code into private NuGet packages.

Web Developer (Freelance commission for a musician)

April 2019

- Crafted a lyric video website that engages song's thematic content with interactive game-like sequences.
- Harnessed the p5.js library to display fast, fluid animation.
- Deployed website on a Digital Ocean Linux server on schedule for album release.

Education

University of Maryland, Baltimore County

August 2025 - present

Taking classes to continue developing computer science skills while between positions.

App Academy

August 2020 - December 2020

Immersive software development course with focus on full stack web development. Collaborated with fellow students through daily pair programming sessions and served as team lead for collaborative final project.

Marlboro College (BA in Computer Music)

August 2014 - May 2017

Took classes in introductory computer science, formal logic, algorithms, and artificial intelligence.

Developed interactive computer music software, written in Python, Max/MSP, and Csound, as part of final year long thesis.