

Tim Bedford

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Skills

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

Tools/Frameworks: React, .NET, Ruby on Rails, Flask, Redux, React Native, Node.js, Webpack

Testing: Jest, XUnit, Pytest, RSpec, Appium

Databases: SQL Server, PostgreSQL

Deployment: Docker, Heroku

Version Control: Git (GitHub, GitLab)

Experience

[PICKUP](#)

Software Engineer II

August 2022 - present

Software Engineer I

April 2021 - August 2022

- Collaborated with UX designer to implement features both in the mobile app and a web UI for internal monitoring.
- Implemented backend and frontend features that enabled automation of delivery dispatching.
- Replaced app's adhoc state engine with idiomatic Redux state management.
- Helped split part of a large legacy monolith into a specialized service.

Web Developer (Freelance commission for 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.

Projects

TremoloNimbus (JavaScript, React / Redux, Ruby / Rails, HTML, SCSS, PostgreSQL)

[Live Site](#) | [Github](#)

A clone of music sharing site SoundCloud where users can upload and listen to audio tracks

- Utilized Redux to synchronize sound and audio players across the application and provide an uninterrupted music experience.
- Developed a RESTful API for streamlined frontend-backend communication.
- Integrated AWS S3 to store and fetch media in separate development and production environments for fast and secure audio retrieval and presentation.
- Built UI out of React components with minimal local state to ensure task encapsulation and maintainability.

DJ (JavaScript, WebAudio, HTML5, SCSS)

[Live Site](#) | [Github](#)

An interactive DJ frontend app

- Created a realistic DJ UI with play/pause, panning, volume, and speed controls and animated turntables.
- Developed track and turntable components with object-oriented programming to structure data flow.
- Adhered to WebAudio best practices, including gesture-triggered audio playback and fallbacks to legacy audio libraries for cross-browser support.

Education

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 Music)

Aug 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.