Timothy Metzger

SOFTWARE ENGINEER

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Profile

Entry-level Software Engineer adept in bringing forth expertise in design, testing and maintenance of software systems. Proficient in various platforms, languages, and obsessed with optimization. Able to effectively self-manage during independent projects, as well as collaborate as part of a productive team.

Education

M.S. Computer Science, Georgia Institute of Technology, Atlanta
August 2022 — August 2024

Specialization: Interactive Intelligence

B.S. Mechanical Engineering, Saint Louis University, St. Louis
August 2019 — May 2022

Summa Cum Laude

Minor in Engineering Mathematics

A.S. Engineering Science, St Louis Community College, St. Louis
August 2014 — May 2018

Projects

Andrew File System Implementation
Implemented an Andrew File System using gRPC in C++

Raven's Progressive Matrix Agent
Python agent capable of solving Raven's visual analogy problems

Animated Algorithm Visualizer
Sorting, Pathfinding, Mazes, Minimum Spanning Trees, Game Agents

Client-Proxy-Server Web Server
Multithreaded and multiprocess client-proxy-server webserver in C

Automated Pill Distribution Machine Interface
Multhreaded UI for an automated pharmaceutical drug sorting machine

Tri-Directional A* Search
A solution for finding the shortest path between three points

Employment History

Assistant Manager, Schnucks Markets Inc., Eureka
January 2014 — January 2017

- Executed general administrative tasks and ran an organized program.
- Created and achieved tight timelines for product turnover
- Optimized employee scheduling
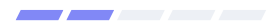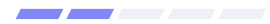
Links

[Personal](#)

[LinkedIn](#)

[GitHub](#)

Skills

Python

Java

C/C++

SQL

MATLAB

HTML/CSS/JavaScript

LabVIEW