Tim Drevitch

Software Engineer

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Education

Bachelor's Degree (BS) Worcester State University
- Major in Computer Science (Software Development)
- Minor in Mathematics
- Accolades:
    - 3.5/4.0 GPA
    - Dean's List
    - National Honor Society
    - Paid CS Peer Tutor
    - NCAA Ice Hockey Team

Master's Degree (MS) Worcester Polytechnic Institute
- Major in Interactive Media (Game Development)
- Thesis: Smart City Data Collection Ethics
- Accolades:
    - 3.9/4.0 GPA
    - ACHA Ice Hockey Team

Experience

Jr Software Engineer *(Vangarden LLC, 2022-Present)*
- Designed, built, and maintained many full-stack web applications that are currently used every day internally and publicly.
- *Primary Stack: React, Node, Express, MongoDB.*
- Designed, built, and maintained many Bubble.io web applications that are currently used every day internally.
- Incorporated Agile methodology allowing for better communication and progress analysis.
- Managed version control for all apps and the company GitHub Enterprise account.

Data Compliance Technician *(Vangarden LLC, 2022)*
- Managed data in an online system to keep our company compliant with regulations.
- Gained special certification for METRC API in order to integrate internal projects.

Licensed IOS App Developer *(Self, 2014-Present)*
- Attained IOS Developer License many years.
- Built several native apps and sold some on the App Store.

Paid CS Peer Tutor *(WSU, 2018-19)*
- Hired by Worcester State University to hold weekly peer tutor sessions to help students.

Skills

Full Stack Software Development
- Built the Frontend, API, and Backend of web applications.
- Hosted websites and servers with platforms and/or cloud providers.
- Managed data in both relational and non-relational databases.

IOS Native App Development
- Gained IOS App Developer License.
- Practiced native Xcode programming.
- Deployed several apps to the IOS App Store using App Store Connect.

Game Development
- Created many small 2D and 3D video games using Unity and/or Unreal.
- Created many small 2D video games for mobile using Unity and/or Xcode.
- Created a large game for my thesis using React, Node, Express, and MongoDB.

APIs / REST
- Created APIs for full stack projects using REST.
- Tested API's using API clients like Insomnia.
- Used HTTP requesting for CRUD operations.

Agile / Version Control / Git
- Integrated SCRUM and KANBAN project management into my work.
- Used GitHub and GitLab for many personal and professional projects.

Technology

React	Node	MongoDB
MySQL	Express	Xcode
NPM	Heroku	Bubble
GoogleOAuth	Unity	Miro
Axios	Emailjs	Insomnia
WordPress	Vite	VSCode

Languages

HTML	CSS	JavaScript
TypeScript	Java	Swift
JSON / BSON	SQL	Markdown
Bash / Shell	C++ / C#	