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 *(David Clark Co, 2023-Present)*
- Helped build the DCConneX CREW mobile app and Audio Gateway, a p2p and group call/messaging app that allows people to stay connected without internet using VOIP.

Jr Software Engineer *(Vangarden LLC, 2022-2023)*
- Designed, built, and maintained many full-stack web applications that are currently used every day internally and publicly.
- 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.

Licensed IOS App Developer *(Self, 2014-Present)*
- Attained IOS Developer License for 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 in Computer Science courses.

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.

Native App Development
- Gained IOS App Developer License.
- Helped develop the DCConneX CREW app for IOS and Android platforms using React-Native.
- Deployed several apps to the IOS App Store using App Store Connect and Xcode.

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 programs using REST.
- Tested API's using API clients like Postman.
- 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	SQL/No-SQL
React-Native	Express	Xcode
AWS	Heroku	Bubble.io
OAuth2	Unity	Appium
Axios	Docker	Postman
Redux	Figma	VSCode

Languages

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