Timm Schoenborn

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Complex problem-solver with an analytical and driven mind. Dedicated to details, achieving demanding development objectives on tight schedules while writing impeccable code. Detail-oriented, organized, and meticulous Project Manager. Effective communicator, enthusiastic team player, ready to contribute to company success.

EXPERIENCE

General Assembly, remote —Lead Engineering Instructor

August 2021 - February 2024

Engineered content that substantially enhanced student understanding of the principles of computer science and software development. Built and utilized diverse techniques to assist students with grasping materials and understanding concepts. Coached students using Scrum principles and practices. Led daily Scrum meetings with junior engineers and helped them develop the skills to be successful in an Agile environment. Wrote well crafted, testable, legible and maintainable code. Planned and created lessons, boilerplate applications, and other content structured to teach with an emphasis on deep understanding and drawing from framework/library documentation and industry best practices.

General Assembly, remote — Associate Engineering Instructor

February 2020 - August 2021

Worked with software engineering students to design and develop robust solutions to meet client requirements for functionality scalability and performance. Updated old code bases to modern development standards, improving functionality and updating framework/library code when necessary to keep up with most modern versioning. Integrated third–party tools and component libraries into applications. Analyzed proposed technical solutions to learning challenges based on student requirements.

Perkins&Will, Chicago, IL — *Brand/Architectural Designer*

July 2016 - September 2019

Managed and designed a multitude of Branded Environments, Signage, and Architectural projects at varying scales, led multidisciplinary teams to meet all project benchmarks and deadlines. Implemented Scrum methodologies to streamline project delivery, resulting in a 15% increase in project deliverable execution speed. Facilitated smooth communication between stakeholders, decision makers, designers and manufacturers, ensuring all requirements with transparent and addressed efficiently.

SKILLS

Full Stack Web Development, Scrum/Agile Methodology, API Design, User Interface Design, SQL Database Planning, NoSQL Database Design, Project Management, Communication, Adobe Creative Suite, AutoDesk, Rhino 3d, Blender 3d, Unity

LANGUAGES

Javascript, Node.js, Express, React, Python, Django, Django REST framework, HTML5, CSS, SQL, MongoDb,

FastSigns, Chicago, IL — *Project Manager*

July 2014 - June 2016

Led project teams in the design and execution of multiple large scale signage projects, achieving success on-time and under budget. Enhanced project tracking and client communication, resulting in a 90% client satisfaction rate.

Quartet Digital Printing, Evanston, IL — *Product Manager*

October 2012 - June 2014

Optimized production processes to achieve increased output and reduced costs. Managed staff, inventory, and equipment to ensure efficient operations and meet quality standards. Worked closely with representatives of Fortune 500 companies as well as top universities to improve performance and client satisfaction.

EDUCATION

General Assembly, Chicago — *Software Engineering Fellow*

September 2019 - December 2019

Provided testing and high quality technical implementations that met project requirements and design specifications. Performed many major bug fixes in existing features and added enhancements. Collaborated with the design team to provide feedback and create clear technical designs. Searched for tooling and workflow enhancements, increasing team and personal productivity and efficiency. Expanded knowledge of programming principles through javascript and python libraries and frameworks.

University of Florida, Gainesville, FL — *B.Sci. Architectural Design*

June 2009 - May 2012

Developed a strong foundation in design principles, project management, and building systems for both physical and digital project scopes. Built proficiencies in Computer Aided Design with AutoDesk and Adobe creative suites.