Timothy Lew

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EDUCATION

University of Southern California   Los Angeles, CA
Bachelor's of Science in Computer Science and Business Administration   Graduating May 2018
Relevant Coursework: Project Management, Data Structures, Algorithms   GPA: 3.94

EXPERIENCE

USC Computer Science Department   Los Angeles, CA
Course Producer   August 2016 - Present
  ◆ Hold office hours, lead lab sessions, and give review sessions to teach and assist students in CSCI-104 (Data Structures and Object Oriented Design) and CSCI-103 (Introduction to Programming).

Course Hero   Redwood City, CA
Full-Stack Software Engineering Intern   May 2017 - August 2017
  ◆ Developed a flow to reward users for creating question and answer pairs on a document they uploaded using a new "Quiz Yourself" tool.
  ◆ Created a new feature that allows users to unlock and ask questions on negatively rated documents for free in attempts of turning these documents "good" and increasing the company's net promoter score.
  ◆ Used PHP, Javascript, Typescript, React JS, SQL, MariaDB, Docker, PHPStorm, and SequelPro to develop improvements and new features for the site.

Startup Grind   Redwood City, CA
Marketing Intern   May 2016 - August 2016
  ◆ Created, managed, and A/B tested ads on Adwords, AdRoll, Facebook, Twitter, and LinkedIn to reduce CPC by 36%, increase CTR to exceed industry benchmarks, and generate valuable conversions.
  ◆ Strategically identified and contacted potential sponsors or partners to generate over $2,000 in revenue.
  ◆ Wrote and scheduled posts for Facebook, Twitter, Instagram, and LinkedIn to engage 400,000+ followers.

PROJECTS

CP Tutoring Application (Android)   Spring 2017
  ◆ Used Java, Android Studio, Firebase, and third party libraries to develop an Android application used to match tutors with students who need help in their classes.

Fantasy VC (Java)   Fall 2016
  ◆ Worked in a team of 5 to build a "Fantasy" venture capitalist game in which players select companies to form a portfolio. A financial market simulation then occurs, and players are given opportunities to trade, sell, or buy companies. This cycle repeats, and the VC with the largest valuation at the end of the game wins.

LEADERSHIP AND INVOLVEMENT

LinkedIn HR Non-Technical Hackathon - *Top 8 Finalist*   August 2016
  ◆ Collaborated in a team of 4 to create a product concept, product prototype, and business model in one night.

Google Online Marketing Challenge - *Team Leader*   March 2016 - May 2016
  ◆ Designed and executed an AdWords campaign that got 52,000 impressions for a non-profit organization.

Accenture Innovation Challenge - *USC Campus Winner*   February 2016 - March 2016
  ◆ Analyzed a given case in a team of four and presented a PowerPoint detailing the problem, our proposed solution, implementation details, and implications of our solution in the span of 27 hours.

Fujikon Market Research Project - *Online Market Research Team Lead*   February 2015 - March 2015
  ◆ Analyzed the target market to develop and distribute a survey that would influence future products.
  ◆ Utilized Excel analytics and pivot charts to identify significant and relevant trends in the data.

ADDITIONAL SKILLS AND INTERESTS

Skills: C/C++, Java, Android, PHP, Javascript, Prototyping Tools (InVision, PopApp, MarvelApp), Canva, Photoshop
Interests: Quidditch (amongst many other sports), Music, Entrepreneurship, Community Service