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Timothy J. McNamara

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Objective

Sophomore student seeking a Summer of 2017 internship position where I can implement and improve my skills in order to further the company

Education

University of Massachusetts Amherst
May 2019

- Bachelor of Science in Computer Science
- **GPA: 3.92**, Dean's List
- Member of the Commonwealth Honors College
- Recipient of The John and Abigail Adams Scholarship
- Relevant Courses: Programming Methodology, Data Structures, Intro to Computation, Intro to Problem Solving w/Computation & Advanced Assignments, Artificial Intelligence Seminar
- Enrolled In: Computer Systems Principles, Intro to Algorithms, Reasoning under Uncertainty

Skills

- Known Languages: Java, Python, Scala, HTML, CSS, LabView
- Enrolled In Courses Using: C, Shell and SQL
- Experience With: Git, Linux, Eclipse, PyCharm, JUnit, Virtual Machines, Microsoft Windows/Word/Excel/Powerpoint
- Exceptional Leadership, Communication, Organization, and Problem-Solving Skills

Work Experience

Undergraduate Teaching Assistant, CS 220 Programming Methodology
University of Massachusetts Amherst — January 2017 - Present

- Worked alongside other TA's and professors with a goal of improving the course by creating programming projects, testing/grading these projects, and helping students
- Ran a class discussion and held office hours to teach students programming concepts

Activities

Hack Hamp
Amherst, MA — April 2017

- Worked with a team to design a program that takes in a song name and generates relevant lyrics based on the user input
- Designed and built a markov chain that was capable of analysing lyrics from many songs then generating new unique songs
- Built a sorting algorithm to arrange generated lines so they would rhyme

Walpole Robotics Team
Walpole, MA — September 2013 - May 2014

- Implemented the Engineering Design process in order to effectively design, build, and program various elements of a robot from scratch
- Led a team to effectively design and build an application used by the robotics team for the purpose of scouting and collecting data on the opposing robots
- Collaborated with users to improve the functionality of the application for future competitions

Projects

September 2016 - December 2016

- Constructed functions to process data from an external files and output useful information
- Created a recursive program to solve a sudoku board then output the solution
- Wrote various regular expressions to detect multiple different text patterns

January 2016 - May 2016

- Constructed multiple sorting algorithms such as quick, merge, insertion, and heap sort
- Constructed and implemented various data structures such as linked lists, stacks, queues, self-balancing binary search trees, and hash tables
- Built depth and breadth first search algorithms specialized to find solutions to challenges