

Timothy Oei - Resume

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Education

University of Central Florida - B.S. in Computer Science with Honors

Expected Graduation: May 2024

Work Experience

Meta/Facebook - Software Development Intern - (Hack/PHP, JavaScript, Python, SQL)

May - Aug 2022

- Increased ad demand coverage, revenue, and impressions by 5.1%, 4.9%, and 2.5% respectively by contributing fullstack code to onboard lead generation ads to Facebook Business Explore surfaces and Ads Manager
- Proposed and built a new data pipeline and dashboard to monitor ad creation metrics and reveal ad demand patterns
- Protected against feature regression by designing a QA plan for recurring manual validation by QA team and writing functional, mock, and e2e tests in Jest

Lockheed Martin - Software Development Intern - (C++, CMake)

Oct 2021 - Feb 2022

- Worked in an agile environment to build embedded software for photoelectric sensor components
- Wrote unit tests to prevent regression from mistyped values when modifying configuration files

Boeing Intelligence & Analytics - Software Development Intern - (Python, React, Jenkins, AWS)

Jun - Aug 2021

- Developed a full-stack machine learning app for extracting and linking entities from millions of news articles and text documents to form business relationships and insights
- Reduced time to move new features into production by 88% by creating a CI/CD pipeline with AWS and Jenkins
- Enabled CRUD operations for the database by building a REST API using Flask and schemas using Mongoose

Relevant Activities

Pantry - Backend Lead - (JavaScript, Express, MongoDB)

Sep - Dec 2022

- Collaborated with cross-functional teams to build a full-stack app for discovering seasonal recipes and managing ingredients
- Designed, implemented, and tested a REST API to integrate our frontend/mobile with MongoDB and a 3rd party API

KnightHacks Software Development Club - Mobile Development Team - (TypeScript, React Native)

Aug - Nov 2021

- Developed a cross-platform, event management app to support the club's annual hackathon with 500+ attendees
- Gathered and implemented user requirements for UI components from Figma mockups using React Native and TypeScript

Interactive Systems and User Experience Lab - Undergraduate Researcher - (C#, Unity)

Feb - Dec 2021

- Automated a researcher's data collection process by writing a C# script in Unity to record and visualize the positional and rotational coordinates of a subject's hand joints
- Designed and built virtual and augmented reality environments in Unity for conducting user studies

Mater Computer Science Club - Founder/President - (Java)

Aug 2019 - Jun 2020

- Increased the school's AP Computer Science exam passing rate by 28% by teaching foundational programming and object-oriented concepts in Java and Scratch
- Partnered with Nova University's Cyber Lab to deliver educational cybersecurity workshops to ~200 children ages 12+

Skills

Languages: C/C++, Python, JavaScript/TypeScript, Node.js, HTML, CSS, SQL

Frameworks/Libraries: React/React Native, Express, Pandas, NumPy, Scikit-learn, Matplotlib/Seaborn

Tools: Git, Linux, Figma, Unity, PostgreSQL, AWS