

# Timothy Tucker

*Electrical Engineering and Computer Science Student*

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EDUCATION	<b>University of California, Berkeley – Berkeley, CA</b> <i>B.S. Electrical Engineering and Computer Science</i> Relevant Coursework: <ul style="list-style-type: none"><li>• Fall: The Structure and Interpretation of Computer Programs (Python, Scheme, SQL), Multivariable Calculus, Intro to Web Development</li><li>• Spring: Data Structures (Java), Designing Information Devices and Systems</li></ul>	<b>May 2024</b> <i>Expected Grad.</i>
	<b>Bonita Vista High School – Chula Vista, CA</b> <i>International Baccalaureate Diploma, 4.4 GPA</i> Relevant Coursework: <ul style="list-style-type: none"><li>• AP Computer Science A (5)</li></ul>	<b>June 2020</b>
EXPERIENCE	<b>ThoughtSTEM LLC – San Diego, CA</b> <i>Software Engineering Intern</i> <ul style="list-style-type: none"><li>• Developed and shipped educational software in Racket used to teach introductory programming concepts to K-12 students</li><li>• Managed and contributed to a collaborative GitHub repository of 40 interns</li><li>• Taught ThoughtSTEM's coding curriculum to over 120 students</li></ul>	<b>June 2019 – July 2019</b>
	<b>PUCKidz – Chula Vista, CA</b> <i>Volunteer Youth Lacrosse Coach</i> <ul style="list-style-type: none"><li>• Led local youth lacrosse camps during weekends and school breaks, accumulating over 200 hours of community service</li><li>• Organized activities and supervised drills designed to promote physical fitness</li></ul>	<b>Aug 2016 – March 2020</b>
PROJECTS	<b>BearBucks</b> <i>JavaScript, HTML, CSS</i> <ul style="list-style-type: none"><li>• Developing a web application designed to help students and campus organizations organize their finances with a team of student developers</li><li>• Pairing a responsive frontend design with AngularJS to generate realtime analytics</li><li>• Designing and implementing cross-user interaction, enabling group collaboration</li></ul>	<b>September 2020 – Present</b>
	<b>CS:GO Data Analysis</b> <i>Java</i> <ul style="list-style-type: none"><li>• Analyzed over 300,000 rounds of Counter Strike: Global Offensive as part of an IB Math HL research paper on probabilistic analysis</li><li>• Leveraged knowledge of Java to generate realistic probability functions and integrate variable kernel density estimations</li></ul>	<b>March 2020 – May 2020</b>
AWARDS	<b>Eagle Scout – Boys Scouts of America</b>	<b>November 2019</b>