Email: timsitorus1@gmail.com
Linkedin: linkedin.com/in/timotius02

TIMOTIUS SITORUS

Twitter: @timsitorus1
Github: github.com/timotius02

EDUCATION

Stony Brook, NY	**Stony Brook University**	**Fall 2014 – Present**

- Majoring in Computer Science. Expected graduation 2018

New York, NY	**Stuyvesant High School**	**Fall 2010 – Spring 2014**

- Relevant coursework: AP Computer Science, Systems Level Programming, Computer Graphics. GPA: 3.7
- Awarded AP Scholars with Distinction from the College Board

WORK EXPERIENCE

Software Engineer, Intern	**SuiteFolio**	**Summer 2014**

- Worked for a startup that is creating a web platform for viewing and streaming 360° video tours of real estate property and event venues.
- Implemented controls for the software such as swipe and click and support for multiple video sources.
- Added support for the Oculus Rift by implementing the oculus visual effect and hardware controls
- Implemented mobile support for WebGL enabled mobile devices by adding tilt based rotation controls
- Technologies used: HTML, CSS, JavaScript, Three.js, Oculus-Bridge, Node.js

Teaching Assistant	**NYC Generation Tech**	**Summer 2014**

- Taught at a summer program which taught high school students programming and entrepreneurship by helping them create their own startups and mobile applications
- Taught students basic HTML, CSS, and JavaScript as well as how to create a business plan and implement marketing strategies. Also taught the basics of Parse and PhoneGap for building mobile apps.
- Organized outreach towards other programs and events

PROJECTS

- **LiveCode** (2014). A platform where people can collaborate through editing code in real time while web chatting.   HTML, CSS, JavaScript, Node.js, Socket.IO, AngularJS
- **Graphics3d** (2014). Graphics engine implemented in C and JavaScript that parses command files into animations. Web version supports manipulation of rendered shapes through a mobile device orientation. C, JavaScript, Node.js, Socket.IO
- **NYC Loop** (2013). App that aggregates NYC events that targets teenagers or are teen-friendly. Built during the NYC Generation Tech program. HTML, CSS, JavaScript, JQuery, Parse, PhoneGap

ADDITIONAL EXPERIENCE AND AWARDS

- **First Place Team, Spring Break Game Jam** (2014): Built a 2D side-scrolling game that combines a retro-arcade art style with brain training. The game was later improved and published by Tresensa.
- **Third Place Team, GenTech Student Hackathon: Code4Tomorrow** (2014)**:** Built a website to help teens find training in the tech industry through extracurricular programs and internships.
- **First Place Team, AT&T Internet of Things Hackathon** (2013): Built an app that allows shoppers to receive coupon and deals from stores by simply scanning a QR code.
- **Student, NYC Generation Tech** (2013): Worked with mentors from Spotify and AppNexus to develop a business plan and mobile application. App won Audience's Choice Award at the GenTech Demo Night.
- **Volunteer, Young Governors** (2012-2014): Participated in community cleanups, Hurricane Sandy relief efforts, and helped create the Elmhurst Community Garden. Recipient of 2012 Young Governors Award.
- **Volunteer, Stuy Red Cross** (2012-2014): Accumulated over 100 hours of community service.

Languages and Technologies

- HTML; CSS; JavaScript; Java; C
- Sublime Text; Eclipse
- JQuery, Node.js; AngularJS; Parse; Express; Socket.IO; Phonegap