

# Tim Swanson

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Portfolio: timtheswan.com  
Envisage: envisageplanner.com  
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## Education

**Computer Science B.S** - *Taylor University, IN*

2018-2022 (EXPECTED)

4.0 GPA - Honors Guild Member & Minor

Focus Areas: Digital Media, Software Systems

## Experience

**Founder & Lead Software Engineer** - *Envisage Pl*

JAN 2020 - PRESENT

- Launched a startup to help students plan their college career to best suit their long-term needs
- Hired and managed a student team of 5 (4 SWE, 1UX) to build and launch an MVP in 6 months
- Awarded 1st Place, \$3k in university 'Shark Tank', and received \$20k in private venture capital
- Worked across full technology stack, designing and coding MVP UI, data capture scripts, and structuring the backend
- Technologies Used: Vue.js, Vuetify, Vuex, Axios, CSS, Prisma, SQL, GCP, Sentry, Git, Notion

**Software Engineer Intern** - *Heirlock, LLC*

SUMMER 2020

- Built a signup flow in React, Typescript, SCSS and delivered to production
- Developed and compared two demo iOS apps in React Native and Swift for viewing account data
- Practiced clean code methodology, through unit test coverage, code reviews, and CI build phases

**Student System Administrator** - *Taylor University*

APR 2019 - JULY 2020

- Designed/coded entire site for TU CS's (cse.taylor.edu) using Hugo, HTML, CSS, and Markdown
- UI for an automatic homework generator and grader using Vue, JS, and Python
- Shot, and designed marketing materials using Adobe CC

**University TA & Tutor** - *Taylor University, IN*

FEB 2019 - PRESENT

- Assisted peers in 1 on 1 tutoring, help desk sessions, and labs, answering coding questions
- Developed and taught curriculum for a general education CS course - COS 370
- Helped with Intro CS (COS 120/121), Web Dev (COS 143/243), and Algorithms (COS 265)

## Projects & Other

**Competitive CS** - High School (TX) and Collegiate Level

- Won many invitationals, several district/regional level competitions individually and as a team
- Solved algorithmic challenges including advanced pathfinding, traversal efficiency, sorting, and graph edge discovery
- Participated in university competitions, including a 24 hour 'GameJam'

**Real-time Survey Distribution** - Taylor University

- Executed the anonymous collection and random redistribution of 500 surveys in near real time to facilitate TU event
- Created and tested various methods, including using python and google sheets api, as well as using a mail merge

**Ray Tracer** - Computer Graphics Project

- Created a ray tracing engine in the Dart language, included reflections, refractions, and texture mapping
- Also created an MPEG encoder capable of rendering a .mov from a series of images

## Skills

**Proficient** (2-5 yrs): JavaScript, Python, Java, Vue, HTML/CSS, SCSS/Sass, Adobe CC Suite, Photography

**Basic** (1-2 yrs): SQL, Bash, Swift, GCP, TypeScript, React, React Native, Axios, Nuxt, Vuex, Figma, Jest

**Class Experience:** C/C++, Assembly, Dart, OpenGL, Socket Programming, Hapi, Objection