

Tim Moss

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EDUCATION

Campbell University

July 2018

- Bachelor of Science in Information Technology Security

Wake Technical Community College

July 2014

- Associates of Applied Science in Computer Programming

EXPERIENCE

Theory Communication & Design – Web Applications Developer

May 2017 – Present (Charlotte, NC)

- Builds, updates and maintains websites for multiple industry-leading automotive businesses
- Provides Creative and Account teams with recommendations for website updates and implements updates using HTML, CSS, JavaScript and PHP
- Creates a custom JavaScript-based product selector that allows customers to filter and select field equipment from 100 parts
- Utilizes PHP, REST and JavaScript to interact with MailChimp API in order efficiently capture consumer information in a prospect list for client usage
- Responsible for initial on-boarding of new employees and guiding them through the software applications used

NC Wildlife Resources Commission (Contract) – Programmer

September 2016 – January 2017 (Raleigh, NC)

- Utilized HTML and CSS to modify the layout and functionality of four internal webpages
- Wrote Visual Basic code to generate a variety of data reports for survey data, animal data, angler data for a team of Wildlife Biologists
- Worked with Project Manager and Business Analysts to determine the most efficient approach to resolve open tickets daily

iD Tech Camps (Summer Job) – Lead Instructor

Summer 2012 – Summer 2016 (Davidson, NC)

- Instructed eight students per week on both the core concepts of game design and programming using applications such as Unreal Engine 4, Stencyl, Hammer Source Editor, C++, and Java
- Prepared weekly lesson plans and monitored student performance with flexibility to adjust plans as necessary to account for student comprehension

SKILLS

Technologies: HTML, CSS, JavaScript, PHP, Java, Python

Frameworks: ReactJS, NPM, REST

Database: T-SQL

CMS: Shopify, WordPress

PROJECTS

NHL Parser - Python

- Created a text-based application to query statistics using the NHL API
- <https://github.com/tmoss0/NHL-Parser>