Timothy Portfolio

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EDUCATION

University of California, Los Angeles   Sept. 2016 - June 2017
Master of Science in Computer Science   *Overall GPA:* 3.93

University of California, Los Angeles   Sept. 2013 - June 2016
Bachelor of Science in Computer Science   *Overall GPA:* 3.57

LANGUAGES AND SOFTWARE

- **Proficient:** Java, Python
- **Intermediate:** C++, C
- **Familiar:** JavaScript, Bash, MATLAB

- **IDEs:** PyCharm, IntelliJ, CLion, Visual Studio
- **Tools:** Git, Docker, Kubernetes, VirtualBox
- **Auxiliary:** JIRA, Bitbucket, Bamboo, Confluence

WORK EXPERIENCE

The Boeing Company   Nov. 2017 - present
Software Engineer II (November 2018 – present)
Software Engineer I (November 2017 - November 2018)
- Redesigned and implemented several features of acoustics software for future use on P-8A Poseidon airplane
- Enhanced stability and performance of core Java capabilities via use of microservices and in-memory data store
- Organized and co-taught four-part Python seminar on behalf of all members of the acoustics project
- Built XML message generation tool for integration team to perform validation testing of mission control

University of California, Los Angeles   June 2016 - June 2017
Teaching Assistant - Engineering 183EW: Summer '16 (twice), Fall '16, Winter '17, Spring '17
- Taught analytical writing and public speaking skills to over 100 junior/senior engineering students
- Supervised group projects and provided regular feedback throughout the term
- Graded research essays and held one-on-one conferences with students for rough drafts

Quantum Servers, Inc.   June 2015 - Sept. 2016
Developer and Server Administrator (Volunteer)
- Created Python utilities with the Selenium library to automate database management
- Reduced completion time of formerly manual tasks by as much as 90% of original duration
- Interviewed and trained individuals for administrative and development roles

PROJECTS

Go Figure - Java
- Developed a desktop client for practicing figure drawing, either as a digital or traditional artist
- Created dynamic GUI with automatic image resizing, hot key management system, and active session metrics
- Integrated several user customization options, such as image source selection and configuration persistence

Smart Saber - Python
- Constructed predictive performance models for professional baseball players using publicly available statistics
- Automated scraping of daily baseball game information and generation of optimal lineups for DraftKings contests
- Outperformed majority of DraftKings users in 50/50 contests during beta testing over 30-day window

Castle Breaker - JavaScript
- Co-designed and wrote a WebGL version of the classic Brick Breaker game as a team of four
- Composed music and sounds, created all textures in Photoshop, and coded their implementations