TIMOTHY WU

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EXPERIENCE

TRIAGE ENGINEER   Aug 2019 – Present
fuboTV

- Develop a video monitoring tool using React/Redux to find and resolve stale manifest issues in real time
- Manage blackout testing workflow with network providers using SQL queries in a SCTE PostgreSQL database
- Reduce latency by 80% during high-stress events by analyzing CDN traffic and advising POP relocations

Army National Guard   Apr 2013 – Apr 2016
68W Healthcare Specialist

- Monitored the health of 120 soldiers as the primary medic and ensured physical competence
- Organized classes for soldiers on combat-aid procedures and periodically held tests to refresh their skills
- Advised the supervising officer on potential health risks during intensive field training

PROJECTS

Canon Booth (DeveloperWeek Hackathon 2nd Place Winner) | *React, Redux, CCAPI*   Github
A photo booth application utilizing Canon's Camera Control API to take professional headshots. Users will be able to view a live feed and remotely control the camera settings

- Implemented setting presets using React sliders to accurately change the values on the camera
- Designed the live view component to mimic a photo booth and reflect the current setting changes

Conbrite | *Ruby on Rails, PostgreSQL, React, Redux, CSS, Heroku*   Live Site | Github
A platform inspired by Eventbrite that focuses on concerts, conventions, and conferences. It is a single-page application where users can create, browse, and register for events.

- Ensured user privacy and autonomy through frontend / backend authentication measures and React Router, allowing users to only access and make changes to their own events when logged in
- Efficiently extracted data through the utilization of Active Record associations across multiple tables in a single query

Tamago Land | *JavaScript, Canvas, HTML, CSS*   Live Site | Github
A fully interactive 2D JavaScript and HTML5 Canvas game based on the original Donkey Kong

- Incorporated custom physics and Canvas animation frames to smoothly render character movement
- Designed the layers of the game architecture to handle the transition of the game state based on the user's input

EDUCATION

App Academy   Apr 2019
Full-stack Web Development Program
Relevant Coursework: TDD, OOP, REST, scalability, algorithms, security, web development best practices

Queens College   May 2018
B.A. Computer Science
Relevant Coursework: software engineering, design and analysis of algorithms, data structures, database systems, operating systems, image processing

SKILLS & INTERESTS

Technical: React.js, Redux, JavaScript, jQuery, Ruby on Rails, Python, Java, C++, SQL, Docker, HTML, CSS
Interests: Competitive FPS gaming, PC parts, whiskey, traveling, golf