

TIMOTHY WU

SOFTWARE ENGINEER

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[Portfolio](#)

[Linkedin](#)

[Github](#)

EXPERIENCE

TRIAGE ENGINEER

fuboTV

08/2019 – Present

- 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

68W HEALTHCARE SPECIALIST

Army National Guard

04/2013 – 04/2016

- 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, CCAP

[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 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

FULL-STACK WEB DEVELOPMENT | App Academy

04/2019

Relevant Coursework: TDD, OOP, REST, MVC Architecture, Scalability, Security

B.A. COMPUTER SCIENCE | Queens College

05/2018

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, Travel, Golf