

Tim Swanson

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EDUCATION

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

2018-2022 (EXPECTED)

4.0 GPA - Honors Guild Member

Focus Areas: Digital Media, Software Systems

EXPERIENCE

Founder, Lead Software Engineer - *Envisage Planner*

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
- Built the full-stack MVP solution, designed UI, built course data pipeline, and developed scalable data schema
- Tech Stack: 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, IN*

APR 2019 - JULY 2020

- Designed and built Taylor CS landing page (cse.taylor.edu) using Hugo, HTML, CSS, and Markdown
- Developed UI for an automatic homework generator and grader using Vue, JS, and Python
- Scripted, shot, and edited marketing materials using Adobe CC

University TA, Tutor - *Taylor University, IN*

FEB 2019 - PRESENT

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

PROJECTS, OTHER

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

- Competed in district/regional/collegiate level coding and algorithm invitationals, taking first place at regionals as a team
- Solved algorithmic challenges including advanced pathfinding, traversal efficiency, sorting, and graph edge discovery
- Built a platformer game with one teammate using Python and Pygame in 24 hours during TU 'GameJam' competition

Real-time Survey Collection and Random Redistribution - Taylor University

- Created and tested various methods, including using python and google sheets api, as well as using a mail merge
- Performed high-pressure problem solving, debugging the system as 500 students waited before the event could continue

Ray Tracer - Computer Graphics Project

- Created a ray tracing engine in the Dart language, included reflections, refractions, and texture mapping
- Built a 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