

Timothy Brown

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Tucson, AZ 85741

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www.TheSerialCoder.com

Technical Expertise

Fluent Languages

Java, C, MXML, Actionscript 2/3, HTML

Familiar Languages

C++, Ruby, Haskell, Prolog, PHP, Javascript, SQL, Bash Scripting, MIPS assembly, CSS

Paradigms

Object Oriented, Procedural, Functional, Logic

Operating Systems

Windows, Mac, Unix/Linux

Development Environments

Eclipse, Emacs, Flash CS4, FlexBuilder

Tools

UML (Violet), Version Control (CVS, SVN), Unit Testing (JUnit, FlexUnit), Project Management (JIRA, MiniScrum)

Work Experience

Student Research Programmer, AnimalWatch Tutoring System

8/2009 to Present

- Designed, developed and integrated various components of the student Flex application.
- Designed flexible Actionscript 3 animations to provide variety and challenge the students.
- Converted and redesigned old Actionscript 2 animations to their object oriented equivalents in Actionscript 3.
- Worked with Subversion both in Eclipse and from the command line for the project's version control.
- Wrote and researched automated tests in FlexMonkey for the primarily UI based student application.

Project Information

<http://animalwatch.arizona.edu/>

Contact: Bill Mitchell

whm@email.arizona.edu

Student Research Programmer, International Internet Classroom

5/2009 to 8/2009

- Researched, designed and implemented an indexing algorithm for generating a hierarchical association tree from a list of provided topics in Java.
- Researched and implemented a custom user management system interfacing with the Deadlock open source user management system. (In HTML, CSS, PHP, JavaScript and MySQL)

Project Information

<http://www.cs.arizona.edu/projects/iicdocs/>

Contact: Tasneem Kaochar

tkaochar@cs.arizona.edu

Student Network Technician, University of Arizona UITs

5/2008 to 9/2008

- Improved pathing, labeling and indexing of optical fibers in the university server farm.
- Performed maintenance and troubleshoot various servers and Cisco technologies including routers and switches.

Employer Information

<http://uits.arizona.edu/>

Contact: Chris DeYoung

chd@email.arizona.edu

Freelance Web Developer, Finishes First (Real Faux) Studios

5/2006 to Present

- Designed, developed and maintained the company website using HTML, CSS and Flash.

- Rapidly prototyped designs and layout concepts to determine clear client specifications.

Website

<http://www.finishesfirst.com/>

Contact: Patricia Swanson

patricia@finishesfirst.com

Personal Experience

Programmer, Galactic Commander

5/2010 to Present

- Researched, designed and implemented real time strategy game features in Java using the Slick2D game engine.
- Implemented a component based entity system to represent game objects.
- Used reusable software components (JavaBeans) to define game objects.
- Engaged in iterative project management practices using MiniScrum.

Website

<http://gamadu.com/games/gcom>

Game play, Rendering & Physics Programmer, Total Meltdown

1/2010 to 5/2010

- Researched, designed and implemented physics platformer game features in Java using Slick2D, JBox2D and Phys2D.
- Was responsible for all of the game play related programming including core game logic, rendering and physics.
- Participated in every step of the game development cycle from early design and prototype stages through to full release and distribution.
- Coordinated a team of five students on a large school project with diverse talent requirements.

Website

<http://totalmeltdown.comuv.com/>

Volunteer GED Math Tutor, Pima Community College

1/2010 to 7/2010

- Individually tutored a 35 year old student culminating in him passing his GED.
- Engaged in group instruction on walk-in GED math related topics.
- Spent over 150 hours as a volunteer on this project.

Education

University of Arizona

Current GPA: 3.554 (4.0 Scale)

BS - Computer Science

Minor - Philosophy

Canyon Del Oro High School

Overall GPA: 4.167 (4.0 Scale)