

Timothy Stewart

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Objective

Seeking a full-time position in software engineering starting March-July 2023.

Education

University of California, Davis | Davis, CA

BS in Computer Science, GPA: 3.9

September 2020 – Present

Expected Graduation, March 2023

Skills

Programming: Python, C, C++, C#, HTML, CSS, JavaScript, Node.js, SQL, R, LaTeX, PowerShell

Platforms: Ubuntu, Debian, Fedora, Arch, FreeBSD, Windows Server

Software: Docker, Kubernetes, Helm, Prometheus, Grafana, Puppet, Nginx, Apache, MongoDB, MySQL

Frameworks/Libraries: React, Express.js, EJS, Electron, Flask, Jinja, Pandas, Tensorflow, PyTorch

Experience

Microsoft | Mountain View, California

June 2022 – September 2022

Software Engineer Intern

- Worked with HTTP over TCP and multicasting over UDP to automatically discover and configure other devices in a customer's network.
- Devised and implemented a cryptographic system to prevent unauthorized access of confidential information and to ensure security in communications across the network.
- Introduced additional web interface functionality allowing clients to easily view target devices and provision them into a running state with minimal interaction.

LibreTexts | Davis, California

December 2020 – Present

Site Reliability Engineer (Part Time)

- Led development of a full stack web interface allowing researchers to easily run AI/ML jobs and protein predictions with DeepMind's AlphaFold leveraging Kubernetes' scalability with a large amount of GPU nodes in an HPC environment.
- Ensured the functionality and uptime of a vast Kubernetes cluster primarily running BinderHub and JupyterHub to be used by teachers and students for educational purposes.
- Configured networking equipment with custom DNS, DHCP, TFTP, and web server services, used IPMI to bootstrap devices remotely, and utilized CARP in a redundant router setting.
- Implemented instant interactivity with IPy components in live Jupyter kernels run through an open-source JavaScript plugin with thousands of daily users.

Projects

Officeware Inc.

June – July

3rd Overall Best Game at the Cybersecurity Game Jam

- Led the team and managed content creation and implementation.
- Implemented an in-game computer terminal users could execute commands on.
- Worked to ensure technical accuracy and educational value whenever possible.

getsac.online

February

Best Game Development Hack at SacHacks III

- Implemented the game's core mechanic of graph-based structure building, relying on recursive algorithms for traversal.
- Worked with the rest of the team to integrate their contributions and ensure playability.

Gunrock Bot

August 2020 – January 2021

Gunrock is a Discord bot with features for UC Davis students.

- Created a user interface to perform course and class lookup and pull professor ratings in real time.
- Worked with BeautifulSoup and Selenium in the backend for data scraping, collection, and storage.
- Serves thousands of users in various large Discord servers.

Leadership

Aggie Gaming at UC Davis | Davis, California

June 2020 – Present

General Officer, Director of Technology and Finances

- Responsible for event funding, game server and website hosting, in addition to normal leadership duties.