

# TIMOTHY OBER

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## SUMMARY

Software engineer with experience in stand-alone applications and web development. 8 years of industry experience, and 7 years working on personal projects gives me an advantage in my knowledge of code, process, and problem solving. I have spent the past 7 years self employed making apps and games, which shows my ability to work independently. I recently finished a full-time software bootcamp (where my projects received an A+ average grade) to pick up some new skills.

## TECHNICAL SKILLS

**Languages:** C, C++, C#, Java, Javascript, HTML, CSS, MySQL

**Technologies:** Perforce, Git, Linux/Unix, .NET, SQL, MongoDB, Express.js, React.js, Node.js, RESTful APIs, jQuery, Bootstrap, Handlebars.js, Google Lighthouse, Webpack, Agile/Scrum, JSON/XML, Jest

## RELEVANT EXPERIENCE

### Website Developer Runningfish

Apr 2021 – Present

- Working on a team of 4 to create professional websites for a variety of customers.

### Software Engineer Self Employed

Feb 2014 – Apr 2021

Worked on personal projects.

- Worked on my own to develop a first person survival game using the Unity engine. It involved use of textures, sound, and animation assets, limited AI, player vision tracking, and physics simulation for multiple objects interacting with each other. Written in C#.
- Worked on a 4 person team to develop a sledding simulator using the Unity engine. I focused on scripting with other people working on terrain and voice acting. It involved the use of custom terrain, physics simulation, and audio communication. Written in C#.
- Developed several small apps for Android written in Java. This included the use of Google Optical Character Recognition, Google Maps, and web database APIs.
- Finished a full-time software bootcamp for full stack web development.

### Software Engineer Viasat

Jul 2006 – Feb 2014

Carlsbad, CA

Filled a variety of roles as a software engineer including GUI design and development, Linux management and development, back-end server development, quality testing, and internal tools.

- Individually ported Joint Communication Stimulator (JCS) from Sun Microsystem OS/hardware to Linux/PC hardware with no previous Linux experience. This saved several thousand dollars on each new desktop system, gave access to modern tools and IDEs, and significantly improved quality, cost, compatibility, and speed of support and new development for JCS.

- Acted as the lead designer and developer of desktop application software through the full product lifecycle to implement the Mode S signal type, increasing manageable signals of the JCS by approximately 300%.
- Responsible for the design and implementation of server-client-database interfaces of a secure modem management and deployment project in a team of 4. Additionally took on existing debugging and QA issues that had fallen behind.
- Served on a 6 person team as the software engineer assigned to the Blue Force Tracking quality and test team to provide Linux customization support and create software tools for necessary tests. Met daily updating benchmarks and goals including night and weekend support and software releases.

## EDUCATION

**Bootcamp Certificate: UC San Diego Extension**, San Diego, CA - 2020

An intensive program focused on gaining technical programming skills in HTML5, CSS3, Javascript, JQuery, Bootstrap, Firebase, Node Js, MySQL, MongoDB, Express, Handelbars.js & ReactJS.

**B.S. in Computer Science: California Polytechnic, San Luis Obispo**, San Luis Obispo, CA - 2006