

Jeremy Timperio

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Education

North Carolina State University August 2015 - Present
Candidate for Bachelor of Science in Computer Science May 2019 Raleigh, NC

- Threads: Game Development
- GPA: 3.351/4.0 | Major GPA: 3.635/4.0

Projects and Experience

iTrust 2 North Carolina State University
Software Engineer August 2017 – November 2017
Worked on team to develop enhancements for the iTrust 2 electronic healthcare system

- Used agile development process to develop enhancements in iterations
- Developed office visit, diagnosis, and prescription functionality

NBA Stats Website Raleigh, NC
Co-creator/Software Engineer November 2017 - Present
Worked with a friend to create and develop the frontend and backend of a NBA Stats website

- Scraped the web for statistics API calls and created our own SQL database
- Created a usable interface for viewers to access specific statistics

Walker Boys Studio, Inc Online Classes
Student Developer June 2017 – August 2017
Took classes and developed multiple Unity Game Engine games and tools

- Development tools – designed and implemented unity tools (e.g. Sprite Sheet Component, Prefab Creator)
- Space Shooter – designed and implemented assets of a 2D Space Shooter
- Click and Destroy – implemented simple point and click game

Other Projects and Activities

TheSuperGuideGames (<https://scratch.mit.edu/users/thesuperguidegames/>) Charlotte, NC
Manager/Game Developer July 2010 – April 2016
Self-owned Scratch.mit.edu account for developing computer games

- Created computer games that have accumulated more than 300,000+ hits
- Managed community and fans with frequent blog posts and patches for games

Oak Island Parks & Recreation Oak Island, NC
Camp Counselor/Summer Intern May 2017 – August 2017

Over 200 community service hours in college in high school

- Served at churches, homeless shelters, beach nourishment, and other organizations

Skills

Programming Experience: Java, C, HTML, CSS, JavaScript, SQL, Python, C++
Development Experience: Agile Process, Website (Frontend & Backend), Assembly, Unity Game Engine, Angular.JS, Spring, Hibernate, Selenium
Other Computer Skills: Computer Building, Adobe Photoshop, Adobe Premiere
Operating Systems: Windows, Macintosh, Linux