

Timothy J. Aveni

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Education

Georgia Institute of Technology – Atlanta, GA

Expected graduation: May 2019

Second-year candidate for Bachelor of Science in Computer Science
4.0 GPA
Threads: Intelligence and Information Internetworks

Experience

Facebook - Software Engineering Intern *Menlo Park, CA*

May 2017 – August 2017

- Worked in the Messenger Monetization team on Click-to-Messenger ads
- Used Hack/PHP on the backend and JavaScript + flow on the frontend
- Navigated and built on a bleeding-edge React and Flux codebase
- Collaborated cross-functionally across the Ads platform to ensure code quality and consistency

Georgia Tech College of Computing - Teaching Assistant *Atlanta, GA*

January 2017 – present

- Hold weekly recitation and office hours for Data Structures and Algorithms
- Grade and provide feedback on Java homework assignments and exams

Georgia Tech Contextual Computing Group - Research Assistant *Atlanta, GA*

January 2017 – present

- Designed a study to test the acquisition of computer stenography skills through passive haptic learning
- Built an advanced hardware prototype for passive haptic learning with twenty haptic actuators
- Wrote firmware and software to power the study, start to finish
- Conducted eight trials for the study

Projects

Wavelyric **July 2016**

Web-based tool for mapping song lyrics to a karaoke track

- Developed a fast open-source canvas waveform rendering library in JS
- Resolved an unmet stretch goal worth \$3,000 by developing this tool
- Published the tool for use alongside a video game with 15,000+ players

Cookie Externalities **April 2016**

Real-time game and learning experience for a Microeconomics class

- Wrote a Node.js server that supported 30+ concurrent connections
- Designed and built an AngularJS UX for a competitive market simulator
- Used the game to teach the impacts of externalities in a free market

Skyward.link **March 2015 – October 2015**

Web-based tool to use a phone to control a Google Slides presentation

- Developed a back-end with Node.js and Socket.io
- Developed three front-end clients in HTML and JavaScript
- Published the source code under the MIT license

PluckLock **November 2014 – December 2014**

Android app that locks the device when it is snatched from the owner

- Developed the app in Java and XML with the Android SDK
- Published to the Google Play store (300+ installs) and F-Droid
- Received pull requests for translations into German and Italian

More projects and information available at timothyaveni.com

All projects listed are open-source and available at github.com/syntaxblitz

Skills

Languages

JavaScript (ES6), HTML5/CSS3, Java, Python

Technologies

Node.js, Express, Socket.io, React, Web Audio API, jQuery, Reselect, Flux

Spoken Languages

English (native), French (intermediate)

Involvement and Recognition

- Google Games ATL **2017**
First place!
- Pearl Hacks **2017**
Mentor
- HackGTeeny **2017**
Mentor
- HackGT **2016**
Best Data Visualization
Best Improvement to the Shopping Experience at Macy's
- National Merit Scholar **2016**
- National AP Scholar **2016**