

# Timothy Machnacki

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## Education

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### University of Michigan

*Bachelor of Science in Computer Science*

**Ann Arbor, MI**

**Sept. 2018-April 2022**

- **GPA:** 3.45/4.0
- **Featured Coursework:** Data Structures & Algorithms, Mobile App Development for Entrepreneurs, Game Development, Web Systems, User Interface Development, Information Retrieval, Software Engineering

## Relevant Experience

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### EECS 481: Software Engineering

**Jan. 2022-April 2022**

- Contributed to an open-source repository, created high-coverage test suites (manual & automated), used mutation testing and static analysis tools, and implemented delta-debugging to gain relevant experience.
- Covered topics including measurement and risk, quality assurance, software defects, software design, and productivity at scale to gain insight into industry standards and best practices

### Nexsys Technologies

*Intern • Software Quality Engineer*

**Detroit, MI**

**June 2020-Aug. 2021**

- Implemented new and modern technologies for ClearSign legacy systems to improve code maintainability and future usability
- Used performance analysis metrics and tools to improve test suites
- Shadowed various team members to learn different levels of an enterprise-scale tech stack
- Attended weekly "learn to code" sessions, delving into code base
- Worked with C# .NET in an Agile environment, participating in Scrum stand ups and sprints

### AVL Powertrain Engineering

*Intern • Advanced Simulations Technology • Software Sales Engineering Team*

**Plymouth, MI**

**June 2019-Aug. 2019**

- Projects included a five-year software sales analysis, report, and presentation; University Partnership Program SWOT analysis; and a marketing ROI data analysis
- Shadowed during code inspection and code reviews

## Leadership

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### University of Michigan Men's Club Lacrosse Captain

**Oct. 2020 - April 2022**

- Coordinated team practices and events on and off the field

### J.P. Morgan Chase EECS 183 Computer Science Showcase Winner

**Apr 2019**

- Led a team of 4 in developing and presenting an arduino mini-golf arcade game
- Awarded to our project based on its complexity and ingenuity

## Skills

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- **Languages:** Python, C++, C#, Javascript, HTML, CSS
- **Frameworks/Libraries:** Bootstrap, TailwindCSS, vuetify, Vue.js, React.js, Express.js, Node.js, Next.js, Flask, Django, Jinja2, GraphQL, SQL, sqlite3, MongoDB, Mongoose.js
- Experience with CMS, npm, webpack, pip, heroku, ec2, Unity Engine, Git, JIRA, InDesign, Photoshop, FL Studio

## Interests

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- Music production, weight lifting, sports, fantasy football, fishing, water skiing, Christopher Nolan movies, dogs