

Tim Williams

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Technical Skills

Programming Languages: Python, JavaScript, Java, C#, SQL, HTML, CSS.

Applications & Libraries: Git, Docker, Visual Studio Code, JUnit, TkinterBootstrap, Blender.

Education

Green River College – Auburn, *WA* | Bachelor of Applied Science | Expected Graduation June 2026

Relevant Coursework: Open Source Programming, Full-Stack Web Development, Data Structures & Algorithms, Database Design, Dynamic Web pages.

Experience

Code-Day Internship – Remote | Software Intern | Feb 2025 – Mar 2025

- Collaborated with student teams on an existing codebase, contributing to an active GitHub Repository
- Researched and analyzed project architecture, dependencies, and tooling to understand tech stack
- Developed and implemented new test cases following established project conventions and standards

Vantage Radiology – Federal Way, *WA* | Software Intern | Jan 2024 – Jan 2025

- Worked with Pascal, dBase, and Delphi on internal healthcare applications
- Assisted with gathering user requirements and implementing software features
- Completed per-request UI updates to improve efficiency and meet deadlines faster, resulting in higher user satisfaction

Expeditors Intl of WA – Kent, *WA* | Air Export Warehouse Agent | July 2021 – Apr 2023

- Managed high-value international air shipments under strict TSA Regulations
- Maintained client communication and ensured on-time delivery
- Operated heavy equipment and handled freight exceeding \$100,000 in value

Projects

Truffula – Java, JUnit

- Created a directory helper that prints each file from a given file in the command line or terminal
- Utilized core Java functions and methods, and collaborated with fellow students and professors

Text-Trainer – Java, JUnit

- Built a command-line generator that trains on input text to produce output patterns
- Applied core Java principles to manage input parsing, training logic, and output generation

MathApp-Game – Python, TkinterBootstrap

- Created a math-focused game featuring addition, subtraction, multiplication, and division
- Built a simple desktop UI using TkinterBootstrap for input and result display

Dodgy – C#, Unity, Blender | **Try it on Itch.io**

- Developed an endless-runner-style game inspired by *Temple Run* and *Subway Surfers*, featuring obstacle avoidance and score tracking
- Modeled and animated custom 3D assets in Blender, integrated them into Unity, and implemented gameplay logic using C#