TIM EITEL

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EMPLOYMENT

Software Engineer News Corp Jan 2023 - Present

Enterprise software for marketing and journalists who interact with performance data.

- Improved user experience by migrating auth layer to SSO delegation at infrastructure level, removing maintainenance of custom auth code and internal users having to login.
- Delivered key software features requested by stakeholders such as interactive charts based on D3.js to drive up software usage metrics.
- <u>Utilised</u> GCP, React, Node, SQL, Next.js, Server Actions & Server Components.

Software Engineer

Komo Technologies

Jan 2022 - Dec 2022

Tech startup running customisable micro-website gamified experiences.

- Delivered feature offerings such as <u>Scratch and Win</u> and <u>Sports Team Picker</u> to campaigns that resulted in over a million impressions, hundreds of thousands of user entries and securing clients that were in a trial period.
- <u>Utilised</u> GCP, Node, React & Next.js, PostgreSQL, C# & .NET.

Junior Software Engineer

Jan 2021 - Dec 2021

Delivered an <u>OCR feature</u> to scan users' shopping receipts and award digital
MasterCards to entries after scanning and validating. This automated a manual
checking process, saving hundreds of hours, awarding users faster and securing further
work with Charter Hall.

Graduate Software Engineer

RPS Energy

Jan 2019 - Jan 2021

Legacy .NET and greenfield projects for client-facing software within the oil and gas industry.

Utilised Azure, HTML, CSS, JavaScript, SQL, C# & .NET.

Tutor & Teaching Assistant

Trilogy

Feb 2020 - Jan 2021

Taught computer science and web development concepts to non-technical professionals.

SOFTWARE PROJECTS

Personal Website (https://timeitel.com)

Home Automation: Smart Device

- Developing a device to control house lights with a screen interface for day summaries.
- <u>Utilised</u> Arduino hardware & Go.

Dodgeball & Scavenger: Platformer Game

- Created a native 2D game for Windows, MacOS, Linux, Web, iOS & Android platforms.
- <u>Utilised</u> the data-driven, ECS game engine Bevy and Rust.

Seven Aprons: eCommerce Website

Created a website with online ordering and payments through Stripe for a restaurant.

EDUCATION

Bachelor of Science

University of Western Australia

2017-2019

Major: Computer Science

Coursework: Algorithms & Data Structures, Operating Systems, Networks, IoT, SDLC.

SKILLS

Proficient: HTML, CSS, JavaScript / TypeScript, React, C# & .NET, Google Cloud Platform, testing, SQL, RESTful APIs & GraphQL, CI / CD & automation. **Familiar:** Go, Rust, NoSQL.