Timothy York

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SUMMARY

Early-career UI Developer completing a Bachelor of Science in **Computer Science** in 2026, with supervised experience building responsive interfaces and service-backed applications. Brings practical knowledge of Java, **Core Java**, JavaScript, C++, Spring Boot, microservices, REST APIs, Python, statistics, Tableau, NLP, text mining, **time series analysis**, and **software development life cycle** practices. Built capstone and research solutions that connected accessible user interfaces with documented APIs, test data, relational persistence, and clear technical reports. Enjoys learning from teammates, clarifying requirements, testing ideas, and explaining technical choices in plain language. Ready to support client projects with disciplined self-direction, technical curiosity, thoughtful communication, and a genuine interest in growing alongside an experienced engineering team.

EDUCATION

Bachelor's Degree in Computer Science 2026

Iowa State University GPA: 3.8 *Ames, IA*

Coursework: *Software Development Life Cycle, Java Programming, Statistics, Data Visualization, Web Development*

TECHNICAL SKILLS

- **Programming Languages:** Java, JavaScript, C++
- **Backend Frameworks:** Spring Boot, Core Java, Object-Oriented Programming
- **API Development:** REST APIs, Postman, API Testing
- **Distributed Systems:** Microservices, Service Integration, Error Handling
- **Web Technologies:** HTML, CSS, Responsive Interfaces
- **Data Science:** Python, Statistics, Data Analysis
- **Data Visualization:** Tableau, Python Visualizations, Trend Lines
- **Language Analytics:** NLP, Text Mining, Tokenization
- **Time Series:** Time Series Analysis, Monthly Records, Seasonal Patterns
- **Software Delivery:** SDLC, Git, Pull Requests
- **Testing Practices:** Unit Testing, Validation Testing, Test Collections
- **Documentation:** Technical Reports, API Documentation, Setup Guides

SKILLS

- Java
- Core Java
- JavaScript
- C++
- Python
- Spring Boot
- REST APIs
- Microservices
- NLP
- Text Mining
- Tableau
- Statistics
- Time Series Analysis
- Data Visualization
- SDLC

EXPERIENCE

UI Developer Capstone Project

August 2025 - May 2026

University Project *Des Moines, IA*

Supported a four-person capstone team as UI Developer, connecting responsive JavaScript views with Spring Boot REST services and **microservice-oriented** workflows. Owned interface behavior, service integration, validation, testing, documentation, and technical presentations. Work gave faculty reviewers a complete request-management prototype and strengthened readiness for junior client delivery.

- Translated 18 user stories into responsive **JavaScript** views, validation states, and mobile navigation, giving users a clear request workflow.
- Built **Spring Boot** REST endpoints and connected front-end screens with microservice services, allowing reviewers to follow request status and notifications.
- Applied **Core Java** and object-oriented design for business rules, reusable services, and error handling, keeping prototype behavior consistent.
- Created **API test collections** and unit tests for validation, authentication scenarios, and malformed payloads, resolving defects before demonstration.
- Used **Git** feature branches, pull requests, code reviews, and SDLC checkpoints, preserving traceable changes from planning through release preparation.
- Presented architecture choices, interface tradeoffs, and test results to faculty and a 12-member review panel, earning high distinction.

UI Developer Research Assignment

September 2025 - December 2025

Academic Research

Ames, IA

Developed a supervised Python research interface for text analysis, combining NLP, **text mining**, Tableau, statistics, and time series analysis. Managed preprocessing, visual reporting, evaluation notes, and presentation materials for a 9,400-record public review dataset. Work taught the value of transparent assumptions and clear communication when technical findings guide decisions.

- Developed a **Python** text-analysis interface for 9,400 public reviews, documenting preprocessing steps so research results remained reproducible.
- Implemented tokenization, frequency analysis, **NLP**, and text-mining workflows, helping reviewers compare themes across labeled text categories.
- Added **Tableau** dashboards and Python visualizations for category counts, trend lines, and filters, keeping raw identifying fields out of displays.
- Compared outputs with manually reviewed samples and recorded precision observations, data limits, and experiment settings in a research notebook.
- Applied statistical summaries and **time series analysis** to monthly records, explaining seasonal patterns and uncertainty during a classroom **presentation**.
- Wrote a technical report covering research questions, implementation choices, evaluation methods, and recommendations for interface improvements.

UI Developer Student Lab

January 2024 - December 2024

Student Lab

Ames, IA

Built supervised software engineering lab solutions with JavaScript, Core Java, C++, Spring Boot, **REST APIs**, Git, Postman, and SDLC deliverables. Converted wireframes into working interfaces, investigated service behavior, and documented setup steps for classmates. This early transition from coursework to shared delivery established dependable habits around testing, review, and communication.

- Built a JavaScript front end for a simulated inventory service, turning instructor wireframes into reusable forms, tables, and navigation components.
- Implemented Core Java classes and **C++** comparison exercises, practicing **object-oriented programming**, collections, exception handling, and interface design.
- Connected screens with REST API endpoints and inspected requests through **Postman**, documenting status codes and validation messages for reliable testing.
- Practiced **Spring Boot** configuration and microservice communication in a controlled lab, isolating failures through logs and repeatable test cases.
- Used Git, issue tracking, peer review, and SDLC deliverables to move a six-week assignment from requirements clarification through demonstration.
- Wrote setup and troubleshooting notes that helped 14 classmates reproduce the environment and verify the completed workflow.

PROJECTS

Accessible Campus Service Portal 2026

Collaborated with classmates on a separate interface concept for campus service discovery. Mapped accessibility needs, refined navigation after peer feedback, and documented REST API assumptions so technical and nontechnical reviewers could discuss one clear user experience.

Review Trends Visualization Study 2025

Worked with a research partner on a visual study of public review trends. Shared Python notebooks, compared interpretations, and shaped Tableau views around questions reviewers actually asked, producing a concise presentation with transparent limits.

LEADERSHIP & AWARDS

- Computer Science Capstone High Distinction, Iowa State University, 2026
- Dean's List, Iowa State University, Fall 2025 and Spring 2026
- Undergraduate Research Presentation Recognition, Iowa State University, 2025

CERTIFICATIONS

- AWS Academy Cloud Foundations 2025
- Java Programming and Software Engineering Fundamentals 2025
- Python for Everybody 2024

PROFESSIONAL AFFILIATIONS

- Peer Tutor, Computer Science Learning Community, Iowa State University, 2024 - 2026
- Web Coordinator, Association for Computing Machinery Student Chapter, Iowa State University, 2025 - 2026

LANGUAGES

- English (Native)
- Spanish (Intermediate)

ADDITIONAL INFORMATION

Work Status : Authorized to work in United States. No sponsorship required.

REFERENCES

AVAILABLE ON REQUEST