Timothy M. Wells

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About

Software developer and computer science graduate student with experience building and maintaining a variety of full-stack web systems at scale. Pursuing research opportunities in graphics, augmented & virtual reality, robotics, computer vision, human-computer interaction, AL/ML, algorithms, and multimedia.

Education

University of New Mexico, GPA: 4.33 — Aug 2025 - Present

- **Program:** Computer Science PhD (currently enrolled)
- **Coursework:** Computer graphics, data structures & algorithms, digital image processing

Montana State University, GPA: 3.82 — Aug 2014 - May 2019

- **Degree:** Bachelor's in Computer Science and Film & Photography, with a minor in Mathematics
- **Coursework:** Computer vision, computer architecture, algorithms, computer security, computer theory, film production, video editing, screenwriting

Honors & Awards

Highest Honors Honors Baccalaureate • *Montana State University Honors College* — 2019

Recipient (Twice) Undergraduate Scholarship Program • *Montana State University* — 2017-2018

Recipient Provost Scholarship • *Montana State University* — 2014

Recipient National Merit Scholar • *NMSC* — 2014

Technologies

Languages: C#, TypeScript/JavaScript, Java, Python, HTML/CSS, MSSQL/PostgreSQL/MySQL, C++

Technologies: GraphQL, .NET Core & Framework, Entity Framework, Angular, Git, AWS, Google App Engine

Software Proficiencies: Unity Game Engine, Google G Suite, Microsoft Office, Adobe Creative Suite, DaVinci Resolve, Google Analytics, SQL Server Management Studio, Vegas Pro

IDEs & Editors: Visual Studio, VS Code, IntelliJ, Google Colab

Experience

Amazon/IMDb, Software Development Engineer — Seattle, WA 2022 - 2024

- Implemented new features and maintained multiple internal and external APIs, including schema review, scaling, and load testing
- Designed solutions for searching and querying large datasets, monitoring metrics for cloud compute systems, and API access control
- Tested, deployed, and monitored the results of code changes safely using automated pipelines to minimize any negative impact to customers. Reviewed team members' code changes and provided feedback and mentorship
- Reduced operating costs of search cluster by 50% by consistent experimentation and iteration of node configuration, index distribution, and re-sharding
- Developed solutions for safely deprecating legacy features and services still in use by ex-

isting customers, including implementing the missing functionality in new software required to migrate users between disparate systems
- Led sprint planning and retrospective discussions, researched and estimated timelines for projects, and organized design reviews. Updated designs and code changes based on feedback from team members, other impacted teams, and customers
- Handled technical troubleshooting, diagnosed problems with team's systems and codebases, resolved high severity operational issues, and interfaced directly with affected customers during on-call rotation

Tadpull, Inc., Software Engineer — Bozeman, MT
2019 - 2021

- Contributed to design, programming, and maintenance of multiple function and web applications in .NET Core and .NET Framework
- Implemented and worked with multiple API integrations, including Google Analytics, Google Maps, Mautic, Browserless.io, Bronto, and Klaviyo to sync e-commerce data between various ERP, ESP, CRM, marketing automation, and website behavior platforms
- Developed a customizable dashboard builder for displaying key metrics for e-commerce platforms using multiple data sources
- Contributed to improvement of processes for internal review and QA of new feature sets and changes to the codebase
- Developed actionable real-time alerts as well as recurring reports based on anomalies within client data sets
- Worked directly with e-commerce businesses to ensure optimal implementation of automated tracking of site behavior and predictive data analytics to significantly increase sales, user retention, conversion rate, campaign effectiveness, and net promoter score

Montana State University, Teaching Assistant — Bozeman, MT
2019

- Led weekly lab sections to facilitate hands-on learning of essential programming skills
- Evaluated student performance on a weekly basis to provide necessary feedback for continuous improvement

Projects

Turn-Based RPG in Unity — In progress

- Building a turn-based role-playing video game using Unity Software
- Created various custom-coded functionality and gameplay components for cinematics, strategic combat, character creation, and visuals
- Tools Used: C#, Visual Studio, Unity

Video Frame Generator — github.com/invigoro/artificialframegenerator

- Worked with other students to develop algorithms for generating missing frames in video using computer vision techniques such as optical flow and interpolation
- Tools Used: Python, OpenCV

Top-down RPG in Unreal — github.com/invigoro/unrealprojectaura

- Online class project to create a complete top-down role-playing video game. Worked with a limited set of predefined assets to build a simple game from the ground up
- Tools Used: C++, Unreal Engine

Movie Info AI Generator — github.com/invigoro/filmpitchbotv2

- Developed a program that uses data from TMBd to synthesize info of new (non-existent) movies using AI text and image generation
- Tools Used: Python, OpenAI

Web Application for Tabletop Games github.com/invigoro/rpg-megamart

- Developed a .NET web application for managing custom items across various table-top games with support for multiple users
- Tools Used: .NET C#, PostgreSQL, Google Compute

News Article Web Application github.com/invigoro/the-juice-press

- Developed a .NET web application for creating, editing, and viewing news articles and interactive quizzes by multiple users
- Tools Used: .NET C#, PostgreSQL, Google Compute

Mobile App Scavenger Hunt Game (Senior Capstone Project) github.com/invigoro/cluest-prototype

- Developed a mobile game for creating geolocation-based scavenger hunts with support for both Android and iOS
- Tools Used: React Native, Google Firebase