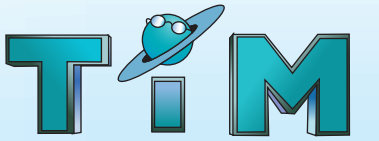

T I M S T O W E L L

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772 Nina Drive Rexburg, ID 83440

EDUCATION:

Utah State University
Masters: Instructional technology, emphasis in creating 3D simulations
Bachelors: BFA Art, emphasis in 3D modeling and animation
Minor: Computer science

SOFTWARE AND LANGUAGES:

C++	React	REST & SOAP services	Adobe Photoshop
C#	HTML	SQL Server	Adobe Illustrator
Unity	Javascript	AWS API Gateway	Maya
Unreal	Python	AWS Lambda	Adobe InDesign
Typescript	.Net Framework	Git	SSH and Rsync

POSITIONS HELD:

2014–Current
Staff Software Engineer
NAVEX Global, Rexburg, ID

- Helped convert monolithic application to AWS microservices
- Implemented improved build process using state-of-the art tools
- Created mobile app for IOS and Android

2011–2014
Web Developer/Independent Contractor
M9 Creations and Empower Fitness Studios

- Created reports and efficient database queries for company information
- Implemented an HTML 5 site for fitness studio workout stations
- Maintained an on-site server for web and database services

2009–2011
Web Developer
Web Impakt, Idaho Falls, ID

- Developed application logic to meet business requirements for diverse clients
- Implemented graphical layouts from Photoshop to HTML
- Created interactive Flash applications
- Worked closely with other developers as needs arose

2006–2008
Senior Software Engineer/Project Manager
Hazard, Emergency, & Accident Training, Logan UT

- Worked with team members to develop a 3D simulation engine and content
- Researched new third-party code libraries, debugging tools, and visual techniques
- Integrated work with artists, programmers, and emergency personnel
- Setup and maintained a Ubuntu Linux server that housed project website, wiki, project management software, firewall, and Subversion code repository

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PROFESSIONAL PUBLICATIONS & PRESENTATIONS:

- Shelton, B. E., **Stowell, T.**, Scoresby, J., Alvarez, M., Capell, M. & Coates, C. (2010).A Frankenstein approach to open-source: The construction of a 3D game engine as meaningful educational process. IEEE Transactions on Learning Technologies, 3(2), 03 Feb. 2010. IEEE computer Society Digital Library. IEEE Computer Society, <http://doi.ieeecomputersociety.org/10.1109/TLT.2010.3>
- **Stowell, T.**, Scoresby, J., Coates, C., M. Capell, & Shelton, B. E. (2009). Utilizing readily available and open source libraries to create a 3D game engine. International Journal of Gaming and Computer-Mediated Simulations, 1(4), 20-49.
- **Stowell, T.**, & Shelton, B. E. (2008). The challenges, frustrations and triumphs of remixing an open source engine for educational games. TechTrends, 52(5), 32-37.
- DiGiano, C., & Estrella, G. (2009). Featured student projects. In C. DiGiano, S. Goldman & M. Chorost (Eds.), *Educating Learning Technology Designers: Guiding and Inspiring Creators of Innovative Educational Tools.* London, UK: Taylor & Francis.
  Contributors to the chapter include: Scoresby, J., **Stowell, T.***, & Shelton, B. E.*
- Scoresby, J., **Stowell, T.**, Coats, C. & Shelton, B. E. (2007). *Remixing open-source materials for creating a 3D game engine: A developer's diary.* Proceedings of the Open Education Conference 2007: Localizing and Learning, Logan, UT, 185-192.
- Shelton, B. E., Alvarez, M. A., Capell, M., Coats, C., Scoresby, J., & **Stowell, T.** (2008). *Iterations of an open-source 3D game engine: Multiplayer environments for learners.* Paper presented at Meaningful Play, East Lansing, MI.
- Shelton, B. E., Alvarez, M. A., Capell, M., Coats, C., Scoresby, J., & **Stowell, T.** (2008). *The HEAT engine: A demonstration of sustainable design from an open-source 3D game engine.* Paper presented at the Open Education Conference 2008: Celebrating Ten Years of Open Content, Logan, UT.
- Salzberb C., Price, B., Trippler M., & **Stowell, T.** (2004).*Increasing Institutional Collaboration with the DSO: A Matter of Education.* Presented at the Accomodating Students with Disabilities in Higher Education Conference.
- **Stowell, T.**, & Shelton, B. E. (2006, September 26-29). *The challenges, frustrations and triumphs of remixing an open source engine for educational games.* Paper presented at the Open Education Conference 2006: Community, Culture and Content, Logan, UT.
- Duncan, S. M., **Stowell, T.**, Allen, B., & Shelton, B. E. (2006, February 22). *School of learning sciences: Design of a multi-user game for learning science students.* Paper presented at the Philadelphia Area Educational Technology Conference (PAETC), Bryn Mawr, PA.