

Tyler Yates

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Portfolio: <https://brandon-t-yates.github.io/TylerYatesPortfolio/>

EDUCATION

Full Sail University

Bachelor of Science in Computer Science | 3.75 GPA

- Dean's List, Course Director's Award, and Valedictorian

TECHNICAL SKILLS

Languages: C, C++, C#, Java, Python, JavaScript, Kotlin, Dart, JSON, XML, SQL

Tools: Jira, Confluence, Git, SQLite, CI/CD, .NET, Firebase

Libraries/Runtime: NumPy, Pandas, React, Node.JS, Flutter

Concepts: Agile/Scrum, Data Structures, Debugging, RESTful APIs

Software: Figma, WordPress, Visual Studio, Visual Studio Code, Android Studio

EXPERIENCE

Software Engineer

September 2024 - Current

CAE

- Develop and maintain code for flight simulators utilizing C and C++ programming languages.
- Troubleshoot and debug simulators, identifying issues between software and hardware components across three locations.
- Ensure simulators comply with FAA standards to deliver realistic flight experiences.
- Collaborate with cross-functional teams to implement system upgrades and enhancements.
- Conduct regular testing and validation to ensure accurate flight dynamics and system functionality.

Software Engineer Intern

January - April 2024

Universal Studios Orlando

- Implemented new features such as Wayfinding and CoBrand Credit Card on the Orlando, Hollywood, and Japan apps.
- Collaborated with other teams to test upcoming features and provided thorough documentation.
- Debugged and resolved both ticketed and non-ticketed issues, including bugs and app crashes.
- Created and tailored UI/UX designs focused on accessibility for new and upcoming features.
- Refined and analyzed UI user stories during sprint planning and scrum meetings, effectively showcasing the results during demos.
- Worked in an Agile environment that consisted of project managers, designers, frontend, backend, contractors, and QA.

Contract Team Lead

November 2019 - May 2021

ERC

- Managed a team of engineers configuring and producing equipment for the United States Army, serving both active duty and reserve units.
- Created and assisted in developing the Automated Radar Element Screener (ARES).
- Analyzed designs and policies to optimize workflow for the ARES project, including establishing a new work environment and providing tailored training for project roles.
- Conducted quality inspections on all units to ensure adherence to client specifications before delivery.

IT Specialist

September 2018 - June 2019

US Army

- Analyzed software and performed debugging while documenting processes and test results.
- Configured comprehensive network infrastructures, seamlessly integrating components such as clients, routers, switches, servers, and firewalls to ensure seamless communication pathways.
- Provided technical support and training to military personnel, enhancing their IT skills and ensuring effective use of technology.

PROJECTS

Lead Software Engineer

April 2024 - September 2024

Terra Tutor App | [Github](#), [Figma](#), *Flutter*, *Dart*, *Firebase*, *RESTful APIs*

- Created an effective UI/UX Design in Figma and seamlessly integrated it within project functionality for an enhanced user experience.
- Managed project workflow, handled merge requests and peer-to-peer reviews, conducted user testing sessions and ensured high code quality.
- Organized and conducted user testing sessions, documented the findings, and made adjustments based on user feedback.

Mobile App Developer

December 2023 - February 2024

Flow Muse App | [Github](#), [Figma](#), *Flutter*, *Dart*, *Firebase*

- Crafted an intuitive UI/UX design in Figma, prioritizing user experience and accessibility.
- Conducted thorough research and documented user test cases to inform app layout and design decisions.
- Integrated user feedback into the codebase to enhance the app's overall user experience.

Web Developer

October 2023 - November 2023

Facial Recognition | [Website](#), *HTML*, *CSS*, *JavaScript*, *React*, *NodeJS*, *Machine Learning*,

- Designed and developed a dynamic web application that leverages machine learning and facial recognition to detect and annotate faces within images.
- Assembled a comprehensive tech stack to build a fully functional web app with a user-friendly interface.

Android Developer

May 2023 - July 2023

Homestock App | [Github](#), *Android Studios*, *Java*, *XML*, *Firebase*, *Figma*

- Created a UI/UX Design in Figma and provided the team with an effective UI for the app.
- Handled project management, merge requests, UAT sessions, and code quality.
- Incorporated user feedback and survey requests as part of our Agile feedback loops.