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 recipient for outstanding dedication.

TECHNICAL SKILLS

Languages: C++, C#, Java, Python, JavaScript, HTML, CSS, PHP, Dart, TypeScipt

Tools: Jira, Confluence, Git, SQLite, CI/CD, Flutter, Docker

Libraries/Runtime: NumPy, Pandas, React, NodeJS, Angular

Concepts: Agile/Scrum, Data Structures, Software Documentation, Debugging

Software: Photoshop, Figma, InVision, WordPress, Sketch, Adobe

EXPERIENCE

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 responsible for configuring and producing equipment for the United States Army, serving both active duty and reserve units.
- Created and assisted in the development of 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.

Area Leader / Lead Technician   September 2015 - August 2018

Cellairis

- Managed operations across three store locations, with responsibilities spanning hiring, training, budgeting, inventory management, and vendor relations.
- Generated orders aimed at facilitating the success of each store, ensuring the provision of necessary merchandise to drive successful sales every month and meet revenue goals.
- Served as lead technician, specializing in various device repairs including phones, tablets, laptops, desktops, and game consoles.

PROJECTS

Lead Software Engineer   April 2024 - Current

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.

Front End 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.