

Tyler MARKLYN

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EDUCATION

MAY 2015 **Harvey Mudd College**, Claremont CA
Joint Major in COMPUTER SCIENCE AND MATH, Concentration in LINGUISTICS
Dean's List, Final GPA: 3.62/4.00
JUNE 2011 **The Northwest School**, Seattle, WA | Final GPA: 3.96/4.00

WORK EXPERIENCE

MARCH 2019-PRESENT	Software Engineer 2 at MICROSOFT Transition within the Whiteboard team at Microsoft to focus on development of a web-based implementation of the Intentional Programming Platform, with the eventual goal of creating an open-source application development framework. Currently, lead team that works closely with application developers using the framework to improve and refine our published APIs and Features to be more ergonomic, allowing for faster development of high-impact applications.
MAY 2017-MARCH 2019	Software Engineer 2 at MICROSOFT Continued work on the Intentional Layout Engine after Microsoft acquisition. Special focus on improving performance of the layout engine as we shipped Microsoft Whiteboard for Surface Hub, Desktop, and Mobile. Expand the Layout API to better support multithreaded and deferred work across rendering frames.
AUG 2015-MAY 2017	Software Developer & Analyst at INTENTIONAL SOFTWARE Worked primarily on implementation of an incremental-computation based layout engine. The engine allows application developers on the Intentional Programming platform to use our Layout DSL to create performant applications that can automatically performantly update visuals. Worked on API to allow application developers to extend the Layout Engine with their own custom visuals and animations, while still automatically providing incremental computation.
MAY 2014-AUG 2014	Software Engineering Intern at INTENTIONAL SOFTWARE Worked on a number of projects including: creation of a color picker widget, modification of the ticket system, and leading a team of interns on a massive widget refactor.
SEP 2012-MAY 2015	Computer Science Grader/Tutor at HARVEY MUDD COLLEGE Grader/Tutor for a number of courses, including: Data Structures and Program Development, Computer Systems, Computability and Logic, and Programming Languages.

TECHNICAL SKILLS

Basic Knowledge:	JAVASCRIPT, ERLANG, SCHEME, UNIX, Mathematica, C, HASKELL, MATLAB
Intermediate Knowledge:	TYPESCRIPT, C#, C++, PYTHON, JAVA, Excel, \LaTeX
Practice in:	Incremental Computation, Computation Platform Creation & API Design, Distributed Systems, Programming Language Design, Data Structures

NATURAL LANGUAGES

ENGLISH: Fluent	ITALIAN: Fluent	SPANISH: Fully able to converse	FRENCH: Basic Knowledge
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INTERESTS AND ACTIVITIES

TECHNICAL: Incremental Computation, Data Visualization, Data Structures, Distributed Algorithms, Domain Specific Languages, Programming Language Creation

NON-TECHNICAL: Board Games, Video Games, Linguistics of natural languages and their relation to programming languages, Competitive Magic: the Gathering, Baseball, Football, Juggling, Any Seattle-based sports team