Tyler James Pinho

tylerpinho.com

Education

Barrett Honors College - Arizona State University - Tempe, Arizona
Bachelor of Science in Computer Science — December 2016
Certificate in Computer Gaming — GPA - 3.80
Graduated Summa Cum Laude

Languages: C, C++, C#, GML, Java, Python
Web Development: ASP/ASP.NET, SQL, HTML, CSS, Azure Services, Django, AngularJS
Software/Technology: Unity, SQL Server, PowerShell, Photoshop, Game Maker Studio

Work Experience

Distributed Applications Developer - *Carvana, Phoenix, AZ* ***August 2016 – Present***
– Responsible for creating Microservices to automate contract generation and customer notifications
– Produced image modification toolset for mechanics to annotate vehicles and provide detailed images for third-parties
– Implemented A/B Testing Framework and event metrics to assist business decisions in improving customer experience

Software Development Intern - *Carvana, Phoenix, AZ* ***June 2016 – August 2016***
– Supported new Purchase Process for buying used cars using a CQRS and DDD System in C#/AngularJS
– Authored PowerShell Scripts to inform IT Leads which Azure Services are unneeded to save hosting space and money
– Automated the process of creating a branch, work item, and deploying to Azure reducing time from 10 min to 10 sec

Web Site/Software Developer Intern - *Mesa Airlines, Phoenix, AZ* ***May 2015 - January 2016***
– Converted and updated employee intranet sites from ASP/VBScript to ASP.NET/C#
– Developed an automated document management system to bridge gap between mechanics and managers
– Created scripts to automate functionality and consistency of databases
– Supported 2600+ employees by writing software for mobile and web environments to address employee issues

Web Site Developer and Presentation Intern - *Science is Fun, Chandler, AZ* ***September 2011 - May 2013***
– Developed dedicated website according to employer's specifications using HTML/CSS, JavaScript, and PHP
– Supported STEM education by presenting science, engineering and technology to K-8 students and parents
– Integrated science, engineering and technology through interactive exploration of “Energy in the World Around You”.

Game Development/Programming Projects

Last Hymn - Language: C# **Engine:** Unity **Platform:** Windows PC
-Procedurally generated rhythm patterns based off of music using a system of Bezier Curves
-Implemented an Event-Queue system to monitor and automate NPC, Train, and Game schedules
-Used shaders to create unique Battle Transitions, Sprite Shadows, and Tiling System and reduce CPU load

Project PhysX - Language: C# **Engine:** Unity **Platform:** Windows PC
- Educational level-based 3D Physics Sandbox where the player has the ability to alter the world's physics to solve levels
- Implemented path prediction that updates based on player's actions in changing force, mass, and size of the cannonball
- Created supplemental educational material for teachers and parents to use with their students

Piano Panels - Language: C# **Engine:** Unity **Platform:** Android Devices
- Randomly generated 2D rhythm game with dynamic difficulty settings for all skill levels
- Focused on memory management and optimization on a variety of mobile devices
- Released on the Google Play app store for all Android devices both mobile and tablet

Get Rec’d - Language: Java **Platform:** Windows PC
- Setup a system to aggregate reviews from the Internet and recommend new media to the user
- Takes into account user’s likes and dislikes with prior media when generating list of recommended media
- Ability to easily save, edit, export, and import lists built into the application

Tenebris - Language: GML **Engine:** Game Maker Studio **Platform:** Windows PC
- Placed Top 5.7% Overall Developer in the Ludum Dare 31, 72-Hour Game Jam
- Platformer that takes place in one room that evolves over time as the player progresses
- Taught group of 5 non-coders how to develop a game from scratch in Game Maker Studio

Extracurricular Activities

- ASU Software Developer's Association - Released 6 games as the Game Development Project Manager
- Studied Abroad in Japan during Summer 2014 with a focus on developing real world simulation software
- Founder for Mu Alpha Theta Chapter of the International Honors Math Society; Attended conferences 2011 & 2013