

# Tyler Goldner

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[linkedin.com/in/tyler-goldner](https://linkedin.com/in/tyler-goldner) | [tylergoldner.com](https://tylergoldner.com) | [github.com/GoForGoldner](https://github.com/GoForGoldner) | June 2025 - December 2025

## Education

Northeastern University, BS in Computer Science

Sept 2023 – Present

Expected: May 2027

- GPA: 4.0/4.0 | Dean's List
- **Coursework:** Computer Systems, Algorithms & Data Structures, Object-Oriented Programming

## Technologies

**Languages:** Java, C++, C#, C, HTML, CSS, TypeScript, SQL

**Technologies:** Spring-Boot, Angular, Jira, JUnit, Git, Unity, Linux, PostgreSQL

## Projects

**Web-Based C++ IDE & File Manager** — [cdrivectpp.netlify.app](https://cdrivectpp.netlify.app) | [Github Link](#)

April 2025 - Present

- Developed full-stack C++ IDE web application using **Angular**(TypeScript), **Spring Boot**(Java), **PostgreSQL** and **Docker**. Deployed using **AWS Lightsail** and **Netlify**.
- Built responsive **Angular** front-end with drag-and-drop upload, file browsing, and embedded code editor.
- Implemented **RESTful APIs** and **WebSockets** for real-time communication between client and database.
- Engineered backend system for storing, compiling and executing C++ files with **PostgreSQL** integration.

**Multiplayer Game Development** — [Github Link](#)

Nov 2024 - February 2025

- Designed and developed a multiplayer game inspired by Atari Surround as a solo side project.
- Built a client-server architecture using **ENet**, resolving latency issues by optimizing data transmission.
- Leveraged **SFML** for graphics, incorporating shaders to enhance visual effects.
- Optimized game performance by profiling and reducing network overhead and rendering costs.

**Stock Market Simulator**

May 2024 - Aug 2024

- Collaborated in a two-person team to develop a basic stock market simulator using the **AlphaVantage API**.
- Designed and implemented the model and contributed to the controller within an **MVC** architecture.
- Optimized API usage by storing data in **CSV** files to reduce redundant queries.
- Conducted testing of the **MVC** framework using **JUnit** and mocks to ensure application reliability.

**FUSE File system Developer**

Sept 2024 - Dec 2024

- Designed and implemented a custom filesystem using **FUSE** in **C**, supporting file reading, writing, deletion, duplication, and directory management.
- Developed functionality for **nested directories**, overcoming challenges in handling recursive file structures.
- Collaborated in a two-person team, ensuring proper integration and debugging of file system operations.
- Gained hands-on experience in low-level system programming and improved **C** programming skills.

## Experience

**Algebra 1 and Algebra 2 Tutor**, Freelance | Online

August 2022 - Present

- Provided one-on-one online tutoring, demonstrating strong **communication skills** by explaining complex algebra concepts clearly.
- Adapted teaching methods to individual learning styles, showing **flexibility** and **patience** with challenging problems.
- Helped achieve measurable academic improvement, with an average grade increase of at least 15%.

**Interests:** Ultimate Frisbee, Hades, Rocket League