Tyler S. Roesler

Software Engineer

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SKILLS:

Languages: C#.NET, Python, C/C++, MATLAB, Ruby
Web: HTML, CSS/SCSS, JavaScript/jQuery/Node.js, Rails, SQL
Operating Systems: Unix/Linux (primarily Debian), MS Windows, Mac OS
Development Technologies: Git/GitHub, Microsoft Azure, OpenCV, Anaconda
Concepts: Software design patterns and architectures, Scrum/Agile Methodologies, OOP, Asynchronous Programming, Machine Learning and Artificial Intelligence principles, UI and UX design principles

EDUCATION:

B.S. in Computer Science — **December 2017**
State University of New York at Fredonia — *In-Major GPA: 3.74*

Specialized Coursework:
Intro to AI and Knowledge Engineering, Senior Project, Assembly Language and Computer Organization, Intro to Operating Systems, Software Engineering, Relational and Object Databases, Digital Image Processing and Machine Vision, Mobile Aesthetic Design

EXPERIENCE:

Support Engineer — **Present**
Microsoft — *Las Colinas, TX*

- Provide 3rd tier support for high profile customers and developers utilizing Microsoft's Azure Bot Services to empower interaction with users and their company
- Troubleshoot technical issues within complex environments utilizing cloud-based technologies and resources within the Azure ecosystem
- Learn and grow with the services as they changes at the lightning-fast pace made possible by the cloud

Prototype Applications Developer Intern — **Summer 2017**
Ortho Clinical Diagnostics — *Rochester, NY*

- Researched, implemented, and tested several Bayer-format image demosaicing techniques and their impact on image processing and machine learning tasks
- Developed a server-client software system for the interaction between an embedded microcontroller and a Windows system
    - The client application was written in C#.NET and WPF with concern for UX/UI design principles and VOC requirements
    - The basic server system was written in Python
- Designed and implemented a locally-based MS SQL Server for use with the WPF application utilizing Entity Framework and a generic DAL
- Observed and participated in the entire software and product development lifecycles

Teacher Assistant and Lab Proctorship — **Fall 2017**
State University of New York at Fredonia — *Fredonia, NY*

- Aide professors in giving meaningful feedback to students through code reviews and office hours
- Lecture courses in the absence of the professor
- Help students in the completion of coursework or other technology related questions or problems

PROJECTS:

Personal Portfolio Website — **Spring 2018**
Technologies: React.js, Webpack, Web Hosting and Optimization

Feedback Control System for Autonomous Flight Tasks with Drones — **Fall 2017**
Technologies: MATLAB, Simulink, Embedded C (Linux), Control Theory

Maze Solving Application Using Artificial Intelligence — **Fall 2017**
Technologies: C++ and STL, Windows API, Artificial Intelligence, Heuristic

Traffic Sign Recognition System Using a Deep Neural Network — **Spring 2017**
Technologies: Python, OpenCV, Keras, Machine Learning, Image Processing