Tyler Will

Data-Focused Software Engineer

SUMMARY: Software Engineer with 3+ years of experience working with high-volume vehicle performance data, system validation, and backend infrastructure for NASCAR. Experienced in SQL, REST APIs, and Azure cloud services. Built internal tooling, notification systems, and custom logging pipelines to support QA and data integrity across engineering teams. Passionate about data accuracy, technical collaboration, and building systems that help teams analyze, trust, and act on data effectively .

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Austin, Texas

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WORK EXPERIENCE

Frontend Software Developer
Self-Employed

01/2025 - Present *Austin, Texas*

Achievements/Tasks

- Developed scalable React applications and custom React components, enhancing UI/UX for clients
- Optimized web performance by implementing efficient state management and reducing latency and increasing efficiency
- Integrated RESTful APIs and third-party services, improving backend communication and data handling

Full-Stack Software Developer
General Motors - Motorsports

09/2022 - 10/2024 *Austin, Texas*

Achievements/Tasks

- Collaborated with Race Vehicle Engineers (RVE) to integrate massive sensor datasets via APIs into a custom Electron-based desktop simulation app
- Validated telemetry and sensor data across front-end views and backend services
- Worked with SQL and LiteDB to query, store, and manage simulation data; collaborated with race engineers to ensure accurate dataset representation across scenarios
- Designed and built a notification system using Grafana, Azure, and C# to monitor data flows and system health

Software Engineer - Quality Assurance
General Motors - Manufacturing

06/2021 - 09/2022 *Austin, Texas*

Job Duties

- Designed and authored comprehensive documentation to enhance knowledge transfer and software maintainability
- Reported data defects, documented results, and worked to ensure validated business logic and data flow accuracy
- Led test automation for critical manufacturing applications across 80+ facilities globally, improving test coverage

EDUCATION

Bachelor of Science - Computer Science
Colorado State University

02/2019 - 07/2021 *3.5 GPA*

TECHNICAL SKILLS

Data/Infrastructure
SQL, Azure Storage, Azure DevOps, LiteDB, Grafana

Languages
C#, JavaScript, TypeScript

Frontend
React, Electron, Material UI

Backend
REST APIs, Node.js

QA/Support
Custom logging (C#), Manual testing, Jira

Soft Skills
Cross-functional collaboration, Mentorship, Technical documentation

ACHIEVEMENTS

Backend Service Optimizations
Boosted simulation performance by 86% through backend data processing improvements and optimized telemetry input handling

Grafana-Based Notification System for Azure Data Pipelines
Designed and implemented a real-time notification system using Grafana , Azure storage containers , and custom C# logging to monitor race simulation data flows

Refactored Shared Components
Increased maintainability and UI consistency by converting core elements to stateless Material-UI components

UI Overhaul with React Grid System
Reduced frontend latency by 40% by implementing a React-based Material-UI Grid system for a cleaner, faster interface

KEY PROJECTS

Echo Drift (09/2024 - Present)
- Implemented pathfinding algorithms and enemy AI behavior using Finite State Machines (FSMs) for a stealth-based game with custom echo shader mechanics

OverViu (03/2025 - Present)
- A custom React library built using TypeScript, React, Babel, and Material UI. Allows users to import the library, wrap their frontend components, and view a popup displaying the component's logic