Tyler Will
Full-Stack Software Developer

Results-driven Full-Stack Software Developer with experience building high-performance Electron-based race vehicle simulation software using React, TypeScript, JavaScript, and C#. Skilled in developing scalable applications, optimizing performance, and streamlining workflows. Adept at building RESTful APIs, microservices, and enhancing UI/UX to create seamless, high-efficiency user experiences.

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WORK EXPERIENCE

Full-Stack Software Developer
General Motors - Motorsports

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

Achievements/Tasks

- Developed and maintained Electron-based Race Vehicle Simulation Software using React, TypeScript, C#, modernizing tools used by race teams.
- Engineered microservices within console and API projects, improving system scalability and modularity.
- Refactored shared components into stateless entities using Material-UI, increasing reusability and maintainability.
- Enhanced data processing and caching techniques, boosting simulation performance by 86%.

Software Engineer - Quality Assurance
General Motors - Manufacturing

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

Job Duties

- Spearheaded the onboarding process for new engineers, conducting training on Agile methodologies, QA, and development workflows.
- Designed and authored comprehensive documentation to enhance knowledge-sharing and maintainability.
- Led test automation for a critical manufacturing application deployed across 80+ facilities, improving test coverage.

EDUCATION

Bachelors of Science - Information Technology
Colorado State University

02/2019 - 07/2021 *3.5 GPA*

LANGUAGES

English
Full Professional Proficiency

Spanish
Limited Working Proficiency

TECHNICAL SKILLS

Backend
C#, .NET, RESTful APIs, Node.js

DevOps & Tools
Azure, GitHub Actions, CI/CD Pipelines

Frontend
React, TypeScript, JavaScript, Material-UI, Redux

Databases
LiteDB, SQL, Firebase

ACHIEVEMENTS

Race Vehicle Simulation Performance
Boosted Race Simulation Performance: Increased efficiency by 86% through backend service optimizations and improved node count usage.

Refactored Shared Components
Refactored Shared Components: Improved code maintainability and UI consistency by implementing Material-UI stateless components.

UI Overhaul with React Grid System
Optimized UI Load Times: Reduced frontend latency by 40% with a React-based Material-UI Grid overhaul.

PERSONAL PROJECTS

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

INTERESTS

Writing | Reading | Video Games | MTG | Godot | Game Engines | Technology