Tyler Will

Full-Stack Software Developer

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Full-Stack Software Developer with expertise in React, TypeScript, JavaScript, and C#. Developed high-performance Electron-based simulation tools, built scalable APIs, and optimized UI/UX for seamless user experiences. Passionate about improving application performance and engineering robust solutions

WORK EXPERIENCE

Freelance React & JavaScript Developer
Self-Employed

01/2025 - Present *Austin, Texas*

Achievements/Tasks

- Developed scalable React applications and custom components, enhancing UI/UX for multiple clients.
- Optimized web performance by implementing efficient state management and reducing load times.
- Integrated RESTful APIs and third-party services, improving backend communication and data handling.
- Collaborated with clients to define project scope, ensuring timely and high-quality deliveries.

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.

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.

EDUCATION

Bachelors of Science - Information Technology
Colorado State University

02/2019 - 07/2021 *3.5 GPA*

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.