Tyler Befferman

Email: tylerbeff@gmail.com
GitHub: github.com/panzerhandschuh
Website: tylerbeff.me

Objective

Motivated software developer experienced with distributed systems, game engines, and 3D rendering seeking career opportunities in software or game development

Education

Hofstra University - Hempstead, NY   Sep 2012 - May 2016
Bachelor of Science, Computer Engineering
- GPA: 3.82/4.0
- Dean's List: All semesters
- Graduated as an honors associate, Magna Cum Laude

Skills

Languages: C#, C++, C, SQL, Java, PHP, Lua
Software: Visual Studio, Unity, Hammer, 3ds Max, Photoshop, Xilinx
Selected Coursework: Operating Systems, Software Engineering, Web Application Development, Networking, Microprocessor Systems, Computer Aided Circuit Design

Experience

Research Assistant - Hofstra University   Fall 2014 - Spring 2016
- WISEngineering project sponsored by the National Science Foundation
- Implemented a distributed short answer grading system (HDFS, ZooKeeper)
- Created ADB shell scripts for automating WISE Android tablet installation
- Implemented user behavior tracking by monitoring keyboard and mouse events with jQuery, PHP, and MySql
- Used Google Analytics API to monitor web traffic

Software Development Intern - OpenLink / Uniondale, NY   Summer 2015
- Created an ASP.NET web app that displays performance metrics for build servers
- Debugged and resolved issues with test automation software in C#
- Coded a multi-threaded GUI program to update file formats

Web Developer Intern - Hofstra University   Summer 2014
- iDesign project sponsored by the National Science Foundation
- Designed and implemented administrator badge template creation page and home page using PHP, MySql, JavaScript (jQuery), and CSS
- Tested and error checked the iDesign web application

Projects

3D Path Deformation Editor   Fall 2015 - Spring 2016
- Generates roller coaster and race tracks using Bézier curves
- Uses the OpenGL API (C/C++) to render scenes
- Utilizes the Assimp API to import 3D models from external applications

Protowave   Dec 2012 - Present
- Futuristic racing game with a spline based track editor using Unity engine (C#)
- Custom asset importing tool for common image and 3D model formats using Autodesk's FBX API (C++) and DirectXTex texture tools
- UI system automatically saves and loads object properties using C# reflection
- 10,000+ lines of code