

# Tyler Befferman

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**Objective** Self-motivated software engineer experienced with web applications and game engines seeking career opportunities in software development.

**Education** **Hofstra University** - Hempstead, NY September 2012 - May 2016  
Bachelor of Science, Computer Engineering

- GPA: 3.82
- Dean's List: All semesters

**Skills** **Languages:** C#, Java, SQL, C++, PHP, Lua, Python  
**Tools:** Visual Studio, SQL Server Management Studio, Unity, Atlassian Stack

**Experience** **Software Engineer** - Valiant / Woodbury, NY August 2016 - June 2018

- Developed and maintained ASP.NET MVC based payroll software using test driven development
- Optimized a complex security permissions system, resulting in significantly improved performance on most actions within the application
- Created and enforced coding standards and performed code reviews
- Utilized tools such as RabbitMQ, Xamarin, Firebase, Entity Framework, SQL Server, Code Generation, and Atlassian Stack

**Research Assistant** - Hofstra University Fall 2014 - Spring 2016

- WISEngineering project sponsored by the National Science Foundation
- Implemented a distributed short answer grading system (Java, Hadoop, ZooKeeper)
- Created Android shell scripts for automating app installation on new devices
- 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

**Projects** **Turbo Force** December 2012 - Present

- Anti-gravity racing game with a spline based track editor (Unity engine/C#)
- Robust AI controlled racers navigate using procedurally generated waypoints
- Networked multiplayer utilizes client-side input prediction to reduce latency, snapshot interpolation to smooth playback, and packet delta compression
- PHP/MySQL back-end for record tracking and replay sharing
- Custom glTF importer for importing 3D assets at runtime
- Editor UI system automatically saves and loads object properties using reflection
- 40,000+ lines of code