

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 Bachelor of Science, Computer Engineering <ul style="list-style-type: none">• GPA: 3.82/4.0• Dean's List: All semesters• Graduated with honors	Sep 2012 - May 2016
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 <ul style="list-style-type: none">• 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	Fall 2014 - Spring 2016
	Software Development Intern - OpenLink / Uniondale, NY <ul style="list-style-type: none">• 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	Summer 2015
	Web Developer Intern - Hofstra University <ul style="list-style-type: none">• 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	Summer 2014
Projects	3D Path Deformation Editor <ul style="list-style-type: none">• 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	Fall 2015 - Spring 2016
	Protowave <ul style="list-style-type: none">• 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	Dec 2012 - Present