Tyler Befferman

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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 (Expected)
Bachelor of Science, Computer Engineering
- GPA: 3.79/4.0
- Dean's List: All semesters
- Enrolled in honors program

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 - Present
- WISEngineering project sponsored by National Science Foundation
- Implemented distributed and automated instant grading system (HDFS, ZooKeeper)
- Designed and applied macro scripts for Android tablet installation
- Implemented user behavior tracking by monitoring keyboard and mouse events with jQuery, PHP, and MySql
- Used Google Analytics API to monitor traffic

Software Development Intern - OpenLink / Uniondale, NY   Summer 2015
- Created a performance monitoring web application in ASP.NET
- Debugged and enhanced 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 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 - Present
- Generates roller coasters and race tracks using Bézier curves
- Uses the OpenGL API (C/C++) to render scenes
- Utilizes the Assimp importing tool to import mesh objects from external applications

Protowave   Dec 2012 - Present
- A futuristic racing game with a spline based track editor using Unity engine
- Custom asset importing system for common image and 3D model formats using Autodesk's FBX API and DirectXTex texture tools
- Complex UI framework for modifying, saving, and loading object properties
- 9000+ lines of code