

TYLER KLEIN

Full Stack Software Engineer

669-250-7167

Secret Clearance (Inactive)

WEBSITES, PORTFOLIOS, PROFILES

- LinkedIn: <https://www.linkedin.com/in/tyler-klein-125905124/>
- GitHub: <https://github.com/SirMrTyler>
- Email: sirmrtyler.business@gmail.com

SKILLS

- | | |
|--------------|-----------------------|
| • C++ | • .Net |
| • C# | • SQL/T-SQL |
| • JavaScript | • Unreal Engine 4/5.1 |
| • HTML5 | • Blender |
| • CSS | • Git |
| • jQuery | • OpenGL API |
| • ReactJS | • SDL2 API |

WORK HISTORY

Feb 2023 – Present
Los Angeles, CA

Full Stack Software Engineer / Monefi

Non-profit FINTECH company connecting small businesses to financial and educational services; regardless of credit score.

- Full stack engineer among 40+ other front/back-end devs, and product leads. Conducted daily stand ups, code reviews, and code talks regarding Monefi's company website.
- Created SQL/T-SQL database (DB) stored procedures used to store, manage, access, and update user/site data.
- Produced event driven ReactJS for Web User Interface (WUI) creation integrating Formik, with Yup forms validation. Allowing DB data rendering to Document Object Model (DOM).
- Implemented RESTful .NET WEB API creation as middleman linker from backend SQL database to front end ReactJS library using C#.
- Used concepts of polymorphism, encapsulation, abstraction, and inheritance for continuous code refactorization; ensuring scalability, longevity, and readability of code base.

Jan 2020 – Feb 2023
Morgan Hill, CA

Unreal Engine Game Engineer / Unreal Engineering

Created educational 3-D virtual interactive computer-based applications for free/open source. Available on my GitHub.

- Created multiplayer network APIs using C++, C#, and JS; enabling real time P2P connections at low latency using Unreal Engine 5's gameplay development framework.
- Built projectile, collision detection, vehicular systems, player animations, weapon/player classes, player statistics, client <-> server variable code replication, user input/output streams, and more.
- Followed OOP concepts: objects, inheritance, polymorphism, encapsulation, abstraction, and overloading

Jul 2019 - Feb 2020
Fremont, CA

Repair Technician / uBreakiFix

Electronics repair company of all electronics types.

- Diagnose, and repair customer electronics.
- Performed repair of 1000+ electronic devices.
- Repairs met fortune 500 company compliance standards. Such as, HP, Samsung, Apple, and Google.

Sep 2012 - Aug 2018
Globally,

Radio Frequency SATCOM Technician / United States Air Force

Supports communication for multiple governmental organizations.

- 7-man SATCOM team lead; 98% uptime rate.
- Re-routed satellite channel path by synchronizing 4 different networks. restored national CMD authority operations.
- With 3 months on station. Fixed transmissions testing bench Alleviated 1 year outage. HPA/ACU SME.
- Trained 70+ Airmen on 362+ satellite system components.
- Received JSAM from the Secretary of Defense.

EDUCATION

June 2021

Associate of Science in Mathematics

San Jose City College

June 2021

Associate of Science in Electronic Systems Technology

Community College of The Air Force

CERTIFICATIONS

- CPR/First Aid/AED
- Udemy: Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games
- Udemy: Unreal Engine 5 C++ Multiplayer Shooter
- Udemy: Unreal C++ Multiplayer Master: Intermediate Game Development