Tyler Nychka

Full-Stack Developer

CONTACT

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SKILLS

Front-end:
- Swift3
- JavaScript (ES6)
- HTML5 /CSS

Back-end:
- Java + Spring
- Node.js
- Python
- PHP5

Development:
- C/C++
- Scala
- MySQL
- Mongo DB
- Bash

Tools:
- Git Version Control
- Apache Subversion
- Spring + Hibernate

EDUCATION & AWARDS

University of Waterloo
Bachelor of Software Engineering,
Expected 2020
- Bachelor of Software Engineering (3.8 GPA: A)
- Recipient, University of Waterloo President's Scholarship of Distinction for admission average over 95%

Twin Lakes Secondary School
2010 – 2015, ORILLIA
- Recipient, Top Male Academic Average (98%)
- Recipient, Top Math Student
- Recipient, Y's Men's Service Club of Orillia Scholarship for exemplary leadership and academic skills

INTERESTS

- Powerlifting
- Visual Arts
- Guitar
- Video Game Development
- Genetic Algorithms
- Speed Cubing

WORK EXPERIENCE

ICF Olson – Full-Stack Developer   2017, TORONTO
- Created and delivered content updates with a variety of content management systems to major clients including OLG, Boston Pizza, and Nestle
- Developer software to maintain and report on important server components and system information, decreasing response time to errors by up to 24 hours
- Built and Implemented new server endpoints with Spring to deliver server status information and guest information
- Implemented endpoints using Spring and Hibernate to quickly and securely query databases

Helpful – Full-Stack Agile Engineering   2016, TORONTO
- Developed front-end iOS application and back-end Java Spring software using the full agile development process
- Created bash scripts and test suites to aid in deploying to our continuous back-end integration; decreased deployment time by up to a week
- Implemented and maintained microservice integrations which increased security and maintainability of back-end services
- Optimized critical server endpoints by refactoring code to reduce response time by up to 200ms

PROJECTS *See Tnychka.me for more*

Push-the-Button   2017, WATERLOO
- Created Spring Java server designed to quickly authenticate and deliver game data to users using a variety of tools including Heroku and Stormpath
- Designed and built iOS app using Swift 3 to implement game functions, and used Alamofire to connect to back-end server

Habitica (Open Source Contributor): habitica.com   2017, WATERLOO
- Contributed to the Habitica project, and open source website designed around gamifying tasks to increase productivity
- Confirmed pull request fixing a syncing bug between the web interface and the server back-end
- Continuing contribution through bug fixes and feature implementations to improve the project's user experience

Genetic Soldiers   2016, TORONTO
- A C++ experiment in genetic algorithms designed to find a pattern that consistently defeats a basic AI opponent
- Created chromosome representation to create new generations; learns to defeat an opponent in a minimal number of new generations

Focus Time: Tnychka.github.io   2016, ORILLIA
- Designed a front-end website for timed work sessions based on the Pomodoro Technique for productivity
- Made use of the CSS Bootstrap framework to layout a visually appealing and functional design for both desktop and mobile
- Created a clean UI with the JavaScript libraries JQuery and JQuery-UI

User Analytics Scripting   2016, TORONTO
- Planned, designed, and built a script designed to analyze user activity regarding app usage using Mixpanel and Google Analytics APIs to collect data
- Scripted the analysis of data into charts for feature planning and design
- Increased user retention and feature production with use of the data produced by this script