

Tyler Nychka

CONTACT

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SKILLS

Back-end:

- Node.js
- C/C++
- Java
- UnrealScript
- Python
- Scala
- MySQL/Redis/MongoDB

Front-end:

- Swift3
- JavaScript (ES5+)
- HTML5/CSS

Tools:

- Jenkins
- Docker
- Git
- Perforce
- Apache Subversion
- Spring + Hibernate

EDUCATION & AWARDS

University of Waterloo

Bachelor of Software Engineering,
Expected 2020

- Bachelor of Software Engineering
- 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, Y's Men's Service Club of Orillia Scholarship for exemplary leadership and academic skills

INTERESTS

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

WORK EXPERIENCE

Autodesk – Fusion Backend Developer

SEPT-DEC 2017, MONTREAL

- Used Node.js and C++ to develop features and refactor code for the in-browser 3D modelling software Fusion360 Web, allowing for easier development
- Integrated crucial security scans into deployment pipeline, catching and fixing 50+ major security vulnerabilities including cross-site scripting in the process
- Created Jenkins pipeline for continuous integration, speeding up the deployment process by adding both automated testing and linting
- Implemented Github code review bot for more efficient continuous integration

ICF Olson – Full-Stack Developer

JAN-APR 2017, TORONTO

- Created and delivered content updates with a variety of content management systems to major clients including OLG, Boston Pizza, and Nestle
- Developed 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 – Agile Engineering

MAY-AUG 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 continuous back-end integration; decreased deployment time by up to a week
- Optimized critical server endpoints by refactoring code to reduce response time by up to 200ms

PROJECTS *See Tnychka.me for more*

XCOM 2: Long War Of The Chosen Lead Mod Developer

2017, MONTREAL

- Lead Developer on a team of more than 15 developers dedicated to expanding the Long War 2 modification for XCOM 2 to the War of the Chosen DLC
- Collaborate with both the internal Creative team and Design team to bring new features and assets into the modification
- Manage both new and experienced developers through the full agile software design process to implement new designs and fix bug reports
- Deploy new packages on a regular schedule for alpha testing and balancing

Habitica (Open Source Contributor): habitica.com

2016-2017, WATERLOO

- Contributed to the Habitica project, an open source website designed around gamifying tasks to increase productivity
- Multiple merged pull requests fixing synchronization errors and implementing a new API token reset feature into the deployed product
- 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 of AI strategy to breed new generations; learns to defeat an opponent in a minimal number of new generations
- In fewer than 10000 generations creates a perfect AI that always plays the optimal strategy