

Tyler Sedlar

Programming is one of my favorite activities. It is a field that is constantly progressing and evolving; posing new challenges and concepts which I strive to learn.

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Education

AAS Mobile Apps Programming. 2019

Rio Salado, AZ, 3.6 GPA

CCL Programming. 2019

Rio Salado, AZ, 3.6 GPA

Experience

Freelance, Software Developer. 2014–Now

Created FOSS projects with Java, Kotlin, NodeJS, and Python

Achievements:

- Created a Java bytecode analysis library written in NodeJS
- Built a Java bytecode control flow library using ASM
- Wrote macro software for an MMO using color analysis
- Authored a web extension used to track TV show progress
- Composed a Java-Agent used to view runtime method data
- Built an NPM module used to scrape GitHub user data

Gold4Players LLC, Software Developer. 2013–2014

Created public macro software with Java for an MMO

Achievements:

- Re-engineered Java bytecode for runtime reflection
- Created a plugin repository web application in PHP
- Managed plugins using MySQL and MySQL Workbench

Dequeue Ltd, Software Developer. 2010–2013

Created macro plugins with Java used for game automation

Achievements:

- Published plugins to a central repository for public use
- Maintained and monetized plugins for long lengths of time

Favorite Projects

sedlar-bytecode. Java

A custom Java bytecode library used for static analysis

asm-framework-full. Java

A full analysis/modification framework for ASM

agent-callback. Java

A Java-Agent used to view runtime method data

anitrack. NodeJS

A web extension used to track what you're watching with MAL or Kitsu

javanalysis. Kotlin

A framework that improves analysis functionality of javassist

Tools

Java, Kotlin, ASM, Maven, JavaScript, NodeJS, MongoDB, Mongoose, Express, Angular 2, SASS, Python, MySQL, Git, HTML, CSS, PHP, jQuery, ReactJS