

# Tyrone Shaffer

## Skills

### C#



### Python



### Javascript



### Data Visualization



### AWS



### Machine Learning



### Angular



### SCSS



### NodeJS



## Associations

### Game Dev Knights (2018) Treasurer

- Spearheaded fundraising initiative that raised over \$16,000 to send students to the Game Developers Conference

## Contact

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## Experience

### Research Assistant (2017 - 2018) RAPID Labs, Orlando, FL

- Informed military spending decisions by researching & assessing emergent VR tech
- Developed VR training environments using Unity3D, then analyzed user data utilizing Python

### Programming Intern (2016 - 2016) Institute for Simulation & Training, Orlando, FL

- Designed and debugged an interactive physics simulator with Unity3D using C#
- Identified differences in user behavior through data analysis with Python



## Projects

### Data Science Survey Analysis (2018) Annual Kaggle Survey Competitor

- Cleaned and analyzed over 23,000 survey results aggregated by Kaggle
- Discovered and visualized discrepancies between the skillsets and nationalities of students and professionals

### mARkit: Mobile (2017 - 2018) Front-End Developer

- Oversaw the development of an AR application aimed to provide virtual, 3D previews of goods
- Created web-client UI companion app to provide an interface for users to upload 3D models easily

### Logistic Perceptron (2017) Programmer

- Trained a Logistic-Regression based Perceptron AI that could successfully categorize arbitrary data
- Learned matrix-manipulation techniques to hopefully create more advanced AI/Neural Networks



## Education

### BS, Computer Science (2015 - 2018) University of Central Florida