

# Tiyler Gratz

## STRENGTHS

Overachiever  
Self-Starter  
Initiative  
Ability to Work Under Pressure  
Strong Work Ethic  
Leadership in Technical Teams  
User-Centered Design

## SKILLS

Java, Python  
JavaScript  
C#, C, and C++  
GameMaker Language  
R, HTML, CSS, SQL  
TypeScript  
HTML & CSS  
Linux/Unix  
Node.js

## SOFTWARE

Git, JMP, Minitab,  
Microsoft Office Suite

## EDUCATION

University of St. Thomas  
St. Paul, MN, USA  
BS in Computer Science, minor  
in Applied Statistics & Game  
Design - GPA 3.77

## OTHER INTERESTS

Drawing, video games, time  
with friends, walking, biking,  
time with my pets

References Available  
Upon Request

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**Resume Summary:** *Results-driven Computer Science graduate with a minor in Applied Statistics and Game Design, graduated with Dean's List honors from the University of St. Thomas in just three years. Performed on a robotics team in a high-pressure 3-day robot-building challenge, demonstrating exceptional time management, creativity, and complex problem-solving under tight deadlines.*

*Skilled in Python, JavaScript, Java, and R, with expertise in algorithm development, machine learning, and data analysis. Experienced in full-stack development, parallel computing, and version control, with a strong foundation in statistical modeling and database management. Known for my ability to quickly learn new technologies, lead technical projects, and deliver solutions that solve real-world problems.*

## EXPERIENCE

### Summer 2025 • Software Engineering Intern, ProcessBolt, Minnetonka, MN

- Developed a C# web scraper to extract information from Wikipedia and store it in structured JSON format.
- Upgraded existing software by integrating modern technologies, enhancing efficiency and long-term support.

### 2023 – 2025 • Math Tutor, University of St. Thomas, St. Paul, MN

- Tutored college students in mathematics, helping them grasp complex concepts and improve their academic performance, resulting in increased confidence and success in problem-solving.
- Adapted teaching strategies to effectively support students across various math courses, from Finite Math to Calculus II, ensuring they understood key concepts and achieved success in their coursework.
- Worked closely with a team of tutors to provide personalized support, addressing individual questions and contributing to a more interactive and supportive learning environment.

### 2018 – 2022 • First Robotics, Team Captain (2021-2022)

- Developed and debugged code to enhance robot functionality, applying problem-solving skills to improve performance and ensure smooth integration between hardware and software.
- Assembled and built key robot components, using hands-on engineering skills and collaborating with teammates to turn complex designs into a working robot.
- Managed the team's social media presence, boosting visibility and engagement through effective communication and content sharing.