Tyler S. Roesler Software Engineer

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SKILLS:

Languages: C/C++ and the STL, C#.NET, Python, Octave (MATLAB), Ruby, Java Web: HTML5, CSS/SCSS, JavaScript/jQuery, Rails, PHP, SQL (MySQL, Oracle) Operating Systems: Unix/Linux (primarily Debian), MS Windows, Mac OS

Development Technologies: Git/GitHub, Subversion, OpenCV, Anaconda, Windows Presentation

Foundation, Microsoft SQL Server and Entity Framework, UML

Concepts: Software design patterns, Software design architectures, Scrum/Agile, Waterfall, and XP methodologies, OOP, Multi-threaded programming, GUI development strategies, UI and UX design principles

EDUCATION:

B.S. in Computer Science

State University of New York at Fredonia

Expected December 2017

In-Major GPA: 3.74

Specialized Coursework:

Intro to AI and Knowledge Engineering, Senior Project, Assembly Language and Computer Organization, Intro to Operating Systems, Software Engineering, Relational and Object Databases, Digital Image Processing and Machine Vision, Mobile Aesthetic Design

EXPERIENCE:

Prototype Applications Developer Intern

Summer 2017

Ortho Clinical Diagnostics

Rochester, NY

- Researched, implemented, and tested several Bayer-format image demosaicing techniques and their impact on image processing and machine learning tasks
- Developed a server-client software system for the interaction between an embedded microcontroller and a Windows system
 - The client application was written in C#.NET and WPF with concern for UX/UI design principles and VOC requirements
 - The server system was written in Python
- Designed and implemented a locally-based MS SQL Server for use with the WPF application utilizing Entity Framework and a generic DAL
- Observed and participated in the entire software and product development lifecycles

Teacher Assistant and Lab Proctorship

Fall 2017

State University of New York at Fredonia

Fredonia, NY

- Aide professors in giving meaningful feedback to students through code reviews and office hours
- Lecture courses in the absence of the professor
- Hold responsibility for the operation of the Computer Science Department computer lab
- Help students in the completion of coursework or other technology related questions or problems

PROJECTS:

Feedback Control System for Autonomous Flight Tasks with Drones

Fall 2017

Technologies/Concepts: MATLAB, Simulink, Embedded C (Linux), Control Theory

Maze Solving Application Using Artificial Intelligence

Fall 2017

Technologies/Concepts: C++ and STL, Windows API, Artificial Intelligence, Heuristic

Traffic Sign Recognition System Using a Deep Neural Network

Spring 2017

Technologies/Concepts: Python, OpenCV, Keras, Machine Learning, Image Processing

BookOrder Web Application

Spring 2017

Technologies/Concept: Ruby on Rails, HTML/CSS/JavaScript, MySQL, User Accounts

ACTIVITIES:

President of Computer Science Club - SUNY Fredonia

Spring 2016 - Fall 2017

 Engage over 70 majors and non-majors in the computer sciences through technology talks and workshops

ACM Competitive Coding Competitions

Spring 2016 - Fall 2017

Apply computer science and mathematical skills under significant pressures