

Tyler S. Roesler

Software Engineer

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SKILLS:

Languages: C#.NET, Python, C/C++, MATLAB, Ruby

Web: HTML, CSS/SCSS, JavaScript/jQuery/Node.js, Rails, SQL

Operating Systems: Unix/Linux (primarily Debian), MS Windows, Mac OS

Development Technologies: Git/GitHub, Microsoft Azure, OpenCV, Anaconda

Concepts: Software design patterns and architectures, Scrum/Agile Methodologies, OOP, Asynchronous Programming, Machine Learning and Artificial Intelligence principles, UI and UX design principles

EDUCATION:

B.S. in Computer Science

State University of New York at Fredonia

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:

Support Engineer

Microsoft

Present

Las Colinas, TX

- Provide 3rd tier support for high profile customers and developers utilizing Microsoft's Azure Bot Services to empower interaction with users and their company
- Troubleshoot technical issues within complex environments utilizing cloud-based technologies and resources within the Azure ecosystem
- Learn and grow with the services as they changes at the lightning-fast pace made possible by the cloud

Prototype Applications Developer Intern

Ortho Clinical Diagnostics

Summer 2017

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 basic 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

State University of New York at Fredonia

Fall 2017

Fredonia, NY

- Aide professors in giving meaningful feedback to students through code reviews and office hours
- Lecture courses in the absence of the professor
- Help students in the completion of coursework or other technology related questions or problems

PROJECTS:

Personal Portfolio Website

Technologies: React.js, Webpack, Web Hosting and Optimization

Spring 2018

Feedback Control System for Autonomous Flight Tasks with Drones

Fall 2017

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

Maze Solving Application Using Artificial Intelligence

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

Fall 2017

Traffic Sign Recognition System Using a Deep Neural Network

Spring 2017

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