Tyler S. Roesler
Software Engineer
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OBJECTIVE: To obtain a full-time position in the design, development, and implementation of computer software. Available December 2017.

EDUCATION:

State University of New York at Fredonia — **Fredonia, NY**
Bachelor of Science in Computer Science — **Expected Fall 2017**
In-Major GPA: 3.74
Overall GPA: 3.48

PROJECTS:

- Worked in a small team to develop algorithms to segment American standard traffic signs from an image and classify them using a Deep Neural Network in Python3 using Keras, OpenCV, and Anaconda. Accompanied by significant research in the fields of computer vision and machine learning.
- Team leader for BookOrder, a Rails based web application to aid teachers in ordering books for the following school year. Included research into consumer need and followed closely with the MVC software architecture.
- Individually developed a Huffman Encoding compression program in C++ using hierarchical trees, bit manipulation, and file I/O.
- Individually implemented many Data Structures including Linked Lists (C++) and Binary Search, a Binary Search Tree (Java), and a Heap data structure including the Quicksort and Mergesort sorting algorithms (Ruby).

COURSEWORK:
In Progress: Intro to AI and Knowledge Engineering, Senior Project, Assembly Language and Computer Organization, Intro to Operating Systems, Software Engineering, College Physics
Complete: Relational and Object Databases, Paradigms of Programming Languages, Digital Image Processing and Machine Vision, Data Structures, Systems Programming, Mobile Aesthetic Design, Discrete Mathematics for Computer Science I and II, Computer Security and Ethics, Problem Solving Using Objects Survey of Calculus I and II,, Web Programming I and II

SKILLS:

Programming Languages: C++, Python, Ruby, C#.NET, Java, Octave (MATLAB).
Web Technologies: HTML5, CSS/SCSS, JavaScript/JQuery, Rails and MVC, PHP, SQL (MySQL, Oracle, SQL Server)
Operating Systems: Unix/Linux (Debian), MS Windows, Mac OS.
Development Technologies: Git/Github, Jetbrains IDEs, Microsoft Visual Studio, Vim/Nano, Bash/C Shell, Android Studio, OpenCV3, Oracle VM VirtualBox, Atom, Anaconda, Windows Presentation Foundation and MVVM, Microsoft Office Suite, Adobe Photoshop
Other: Machine Learning and Computer Vision principles, UX and UI design, experience in Flat-UI and Google Material Design, Microcontroller/systems development (RPI/Arduino), strong image processing skills
Traits: Constantly produce work beyond the base requirements, quick learner who can produce results, strong communication skills both written and oral, excited and motivated employee

EXPERIENCE:

Ortho Clinical Diagnostics - Rochester, NY
Prototype Applications Developer Intern, Summer 2017

- Developed working models of the product in question from the basic hardware to the complex software and graphical user interface
- Observed and participated in the entire software and product development lifecycles, starting early Phase I of a new project and aiding in its development leading into Phase II. Included experience developing various design documentation
- Developed and honed skills in several technologies including:
  - Raspberry PI Linux development using Python and the RPi.GPIO library to develop the software to drive the hardware subsystem. Included learning and developing embedded hardware systems
  - C#.NET development (WPF and WinForms) to leverage the existing WinForm application into a design with concern for user experience design and voice of the customer requirements
  - Aided in the development of the software module in charge of processing images using MATLAB

Customer Service
2011-2017

- 6+ years of customer service experience allows me the skills necessary to always put the end user first in any project

ACTIVITIES:

Computer Science Club - SUNY Fredonia
President, Spring-Fall 2017

- Make executive decisions and hold all responsibilities for the Computer Science Club
- Establish the club as a learning resource for students through facilitation of student and faculty based talks and other activities to engage students in computer science as a discipline

ACM Competitive Coding Competitions
Team Member, Spring-Fall 2017

- Practice problem solving under significant pressures as well as working and collaborating in a team based environment

AWARDS:

- Dean's List, State University of New York at Fredonia, 2015-2017
- Phi Theta Kappa Induction, Spring 2014
- Chautauqua Region Community Foundation Scholarships, 2013

SOCIAL:

- LinkedIn: linkedin.com/in/tylerroesler
- Github: github.com/troesler95