TYLER GILCHRIST

GilchristT668@gmail.com | (860)-995-5075| Glastonbury, CT
Portfolio | GitHub | LinkedIn

PROFICIENCIES

Git | React | Redux | Context API | React Hooks | Node | Javascript | Python | SQL | HTML | CSS
LESS | SASS | Postgres | SQLite3

PROJECTS

SoMe Social Media Manager - Back End   GitHub

An app designed to give users campground locations and rankings

HTML | JS | React | Node| Knex | PostgreSQL | Okta | Twitter API

- Integrated Okta secure user authentication for storing application and Twitter credentials
- Fully incorporated Twitter API - allows linking any Twitter account, scheduled tweets, and user live feeds
- Functionality for front end dragging and dropping of tweet drafts into custom categories

Essentialism App - Back End   GitHub

A lifestyle organization tool that allows user to determine and prioritize what matters most to them

Node | JS | Knex | SQLite3

- Full Create / Read / Update / Delete functionality for a user's preferred life values
- Ability to store and edit prompts and order which values mean the most to them

EXPERIENCE

Lambda School Coding Bootcamp, Remote   Dec 2019 - March 2020
Team Lead / Project Lead

- Managed and lead a team of 10 students through a 4 month coding curriculum
- Graded and provided in depth feedback on code submissions daily
- Held multiple group meetings and 1:1 sessions with students and staff each day via webcam
- Taught and live-coded in front of a team in order to reinforce student skills

J-Gilbert's Wood Fired Steaks and Seafood, Glastonbury, CT   September 2018 - April 2019
Waiter / Host

- Provided attentive and professional service to customers in a high-end restaurant environment
- Managed a constant flow of customers with seating software and accommodated special requests and needs
- Gained valuable people skills in assisting a wide variety of customers

EDUCATION

Lambda School, Remote, San Francisco, CA - About   July 2019 -July 2020
Full Stack Web Development & Computer Science

- Lambda School is a 10+ month accelerated program with an immersive (full-time, 40+ hours/week) hands-on curriculum with a focus on computer science, software engineering, and web development.

UConn, Storrs, CT   August 2015 - February 2017
Computer Science Engineering Program

- Completed 25 credits towards a BA in Computer Science

INTERESTS

- Building custom computers and video game consoles
- Hiking / Exploring
- Meditation
- Philosophy
- Video games
- Artificial Intelligence