Tyler Jaacks

Software Engineer Intern

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🌐 https://github.com/TylerJaacks

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Skills

- Swift
- Python
- Java
- C#
- .NET
- Groovy
- Objective C
- C
- C++
- ARM Assembly
- x86-64 Assembly
- SQL
- AWS API Gateway
- AWS Lambda Functions
- AWS S3
- AWS DynamoDB
- AWS API Gateway
- AWS Step Functions
- AWS SNS
- AWS Neptune
- Windows Server 2012 R2
- Windows Deployment Services
- Active Directory
- Group Policy
- LaTeX
- Avro
- RDF
- Physics
- iOS Development
- Apache Jena
- OWL
- SPARQL
- UML

Education

2016-2022	B.Sc.	Iowa State University
	Computer Science	

Experience

2021 - Current Telligen — West Des Moines, IA
Software Engineer Intern

- Update and maintain a Java web application to support our internal and external customers.
- Develop and maintain services in Java for AWS to support our web application.
- Develop and maintain our frontend in JavaScript, HTML, XML, XSL, and CSS to support our web application.
- Develop and maintain our backend in Java, Spring, XML, and JSP to support our web application.

2017 - 2020 Maverick Software Consulting — Ames, IA
Software Engineer Intern

- Contractor for Thomson Reuters. Formerly a contractor for Refinitiv.
- Lead and participated in code reviews for the team.
- Migrated several tests from our old test suite to our new test suite (Java).
- Worked on a backend service (Java) for retrieving records from a database and storing the data in the Avro file format for distribution.
- Developed a tool for SHACL validation of RDF files to verify integrity of data (Java).
- Developed a Web API for versioning RDF files using AWS API Gateway and AWS Lambda Functions (Java).
- Developed a mock Web API for end-to-end testing of our internal Web APIs.

Projects

- TOFMS-GG-Group - Doing undergraduate research in computation chemistry developing a data analysis and instrument software package to automate the data analysis of time of flight mass spectrometery data. Ported old LabView program analysis code to Python.
- M2I – Lead a team of engineers to build a new streamlined process for composite box design, developed tools for flight tracking and prediction, designed an efficient architecture for storing flight data, tracking high altitude balloons, and predicting flights, and converted flight prediction and tracking software, from Java to Python.
- Digital Women Hackathon Spring 2017 – Developed a Guitar Hero clone using Unity3D and C# called Guitar Heroine.
- HackISU Spring 2018 – Developed a tool to detect plagiarism of source code using the Levenshtein Distance and Smith-Waterman Algorithm.
- HackISU 2016 – Developed a game using Unity3D and C# named Harambe Simulator.

Awards

2015	Eagle Scout Troop 259

Professional Organizations

2016	Association for Computing Machinery Student Member
2019	American Physical Society