# TYLER VU

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#### **SUMMARY**

- Proficient with Python, Java, and Eclipse IDE
- Familiar with C, C++, Swift, HTML, CSS, Javascript, and Visual Studios IDE

#### **EDUCATION**

**University of California Irvine** 

**Bachelors in Software Engineering** 

**June 2018** 

Current GPA: 3.1

## **EXPERIENCE**

The Trade Desk August 2017 – Current

Assigned the role of Jr. Programmer on the data capture team where it was our responsibility to engineer ways of creating, gathering, and analyzing data for the company. Position required full stack web development with ASP.Net MVC framework as well as the use of Python and SQL.

### PERSONAL PROJECTS

### Created a daily Productivity Tracker application using Java

**May 2017 – June 2017** 

- Developed the application to help track your daily productivity with a task system
- Used Eclipse as main IDE for development of the application

#### Designed multiple AI scripts for the game "Runescape" using Java

Feb 2017 - May 2017

- Used "OSbot" API in order to manipulate the game with Java
- Created many scripts in the interest of automating different activities
- Implemented human characteristics to scripts as a form of "anti-ban" measures
- Shared personal projects so other players may use my scripts
- Used Eclipse as my main IDE for developing scripts

#### Created a CLI script maker in order to start "Runescape" scripts using Python

March 2017

- Designed GUI in order to make the process of writing CLI scripts easier
- Automated the process of starting multiple scripts for a "bot farm"
- Shared project as an open source program for others to use

#### HACKATHONS/COMPETITIONS

HACKPOLY February 2017

- Designed a web application party game called "Memes with Friends" in a group of 6 in 24 hours
- Used RethinkDB, horizon.io, and vue.js in order to implement live update functionality
- Designed the "roulette" system of the game that selected a meme and a topic
- Learned how to collaborate with a team in order to push a prototype through by a deadline

HACKTECH March 2017

- Designed a web application multiplayer game called "Bot or Not" in a group of 4 in 36 hours
- Learned how to use React.js and Bootstrap in order to help design the UI for the application
- Used Wolfram Language to create machine learning chat bot