TYLER MITCHELL
FULL STACK WEB DEVELOPER

CONTACT

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🌐 [INSERT WEBSITE HERE]

PROFILE

Hi, I'm Tyler. I create new things and connect you to solutions through automation.

In my work, I believe the best way to innovate is to combine ever-growing experiences with the best tools in the industry and to not shy away from the work. A crucial part of innovation is making sure any solution is sustainable in its implementation. I consider these factors as I forge new paths forward in the areas of quality control, software development, and process improvement.

I find myself gravitating towards industry research and game design in my spare time. I participate in Global Game Jam, among other game jams, throughout the year. I also enjoy plenty of board games, Magic: The Gathering, No Man's Sky, and playing with my cat, Beatrice.

The tools I use are JavaScript, C#, HTML5, CSS, NodeJS, and Unity.

SKILLS

- ANALYTICAL THINKER
- ADAPTABLE
- ORGANIZED
- DEPENDABLE
- SELF-MOTIVATED
- EFFICIENT

INDUSTRY EXPERIENCE

Inventory Control Specialist

Pitney Bowes, June 2019-December 2019

* Generated optimal walking paths to fix unknowns with Excel

* Added and removed floor locations to improve warehouse workflow

* Performed cycle counts on Order Picker

Quality Auditor

UNFI, May 2017 – February 2019

* Built auditing software to automatically detect mis-picks and document additional quality errors such as product hanging over pallets and liquids stacked on their sides.

* Audited all outbound processes, including replenishment, picking, loading, and invoicing.

Freelance Software Developer

Self-Employed, May 2017- June 2018

* Created educational minigames in Unity3D and C# to aid in teaching AP Biology.

* Combined the concepts of personality theory and microeconomics to assist in creating a sociological simulation game to help students maximize social cohesion and economic productivity by using JavaScript (ES6), NodeJS, HTML, and CSS

EDUCATION

IUPUI

2008-2012

Computer Science

Completed 90 credit hours towards a B.S. degree, but left due to a family health emergency.

ICQA Developer (Tier IV Associate)

Amazon, April 2016 – April 2017

Tier I Associate

March 2015 – April 2016

* Increased departmental efficiency with Excel through one-on-one education and workflow demonstrations

* Crafted new applications to streamline internal processes, including inventory storage, safety communications, and Excel report automation

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Unity 3D / Android Developer

Vision Three Creative, LLC, March 2014 – October 2014

* Constructed the user interface of a custom Android application used to control an embedded medical device

* Updated and maintained applications for a large client base

* Originated demonstrations of AR and VR applications for clients

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Freelance Software Developer

Self-Employed, May 2011 – July 2014

* Developed AI and pathfinding solutions for all game enemies in Dreamland Delivery using A* and B-Splines in C# for Puca Studios

* Produced educational Flash games for the Indianapolis Children's Museum