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| Tyler Mitchell  FULL STACK WEB DEVELOPER | |
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| CONTACT Phone icon 317.426.0847  Email icontylermitchellisawesome@gmail.com  Globe icon [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 EXPERIENCEInventory 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 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 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 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 | | |
| EDUCATIONIUPUI 2008-2012  *Computer Science*  Completed 90 credit hours towards a B.S. degree, but left due to a family health emergency. | | |