

Tyler Todd Barrett

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<https://tylertbarrett.github.io>
GitHub: github.com/TylerTBarrett

Education	University of South Carolina Honors College GPA: 4.0 <ul style="list-style-type: none">Bachelor of Science in Computer Science	August 2019 – May 2023 Columbia, SC
Skills	<ul style="list-style-type: none">Java, C++, JavaScript, React, html, CSS, Sass, SQL, AJAX, bash shellGit and agile scrum environmentLinux and Windows operating systems	
Experience	Teacher Assistant for Software Engineering University of South Carolina <ul style="list-style-type: none">Participate in code reviews, ensuring both accuracy and maintainabilityAct as SCRUM master during sprints, ensuring deadlines are met, and provide guidance to aid in any issues encounteredHelp guide undergraduate students to a future career in software engineering by offering advice regarding electives and other resources to utilize	August 2021 – Present
Projects	Local Map-Reduce GitHub: Access by request <ul style="list-style-type: none">Worked with professor to simulate a local copy of the Hadoop Map-reduce infrastructure for processing text file inputsUtilized and managed shared memory to avoid system calls, increasing efficiencyUsed semaphores to both control the flow of the program, and manage access to shared memory	November 2021
Course Knowledge	CSCE 350 – Data Structures and Algorithms <ul style="list-style-type: none">Learned techniques for representing and manipulating data, including using lists, trees, graphs, and other structuresCommon algorithmic techniques such as divide and conquer, dynamic programming, greedy algorithms, and brute forceFormal analysis of algorithms, including space and time complexity CSCE 240 – Advanced Programming Techniques <ul style="list-style-type: none">Gained mastery in object-oriented C++ and functional programming techniquesBecame skilled in the use of pointers, iterators, memory management including memory allocation and deallocation, and parameter passing CSCE 416 – Computer Networks <ul style="list-style-type: none">Learned the fundamentals of data transmission over the Internet, including TCP, UDP, and the 5 layered network protocol stack.Gained experience in Java network programming through making a conference server that can run concurrently on different computers.	August 2021– December 2021 January 2021 – May 2021 January 2021 – May 2021
Qualifications	<ul style="list-style-type: none">Co-founder and Vice President of the Table Tennis Club at U of SCWinner of U of SC’s local ACM Codeathon in Fall 2021	