Tyler Thai Le

Software Developer

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Work Experience

Floor Installer
Hardwood | 2018 - 2022

- Successfully assessed complex architectural layouts and structural considerations to determine optimal hardwood flooring installation strategies
- Applied mathematical principles to measure and cut flooring materials accurately
- Utilized problem-solving skills to troubleshoot and rectify any defects or imperfections

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Education

Software Development Diploma
Southern Alberta Institute of Technology (SAIT) | 3.75 GPA
2022 - 2024 (Present)
Relevant courses

- Object-Oriented Programming 3
- Web Development 2
- Database Programming
- Mobile Application Development
- Software Projects: Analysis, Design, and Management
- User Experience and Design
- Software Security
- Operating Systems

Skills

- React, Next.js, Node.js, Vercel
- TypeScript
- JavaScript
- HTML, CSS
- Oracle SQL, mySQL, MongoDB
- Bootstrap, Tailwind
- Azure
- Git Bash
- C#, .NET
- Java
- Algorithms and Data Structures

Projects

Nexus | ECommerce Website

- Developed a versatile e-commerce web app enabling users to sell products globally. Successfully deployed the application on Vercel.
- Leveraged Next.js for front-end, TypeScript for enhanced code reliability, Tailwind CSS for responsive styling, MongoDB for efficient data handling, and OAuth for secure authentication.

AirBnb Clone

- Built a feature-rich AirBnb clone using Next.js, React, and Tailwind CSS, ensuring responsive design and immersive user experience.
- Managed Prisma/MongoDB for seamless property handling, implementing client form validation and error handling for smooth user interaction.
- Integrated cutting-edge tech for dynamic image uploads, advanced property search, and secure authentication (NextAuth)

Web Pokemon Derivative

- Created a captivating browser-based game inspired by Pokémon using JavaScript and modern web technologies.
- Crafted an immersive pocket monster world, allowing players to explore diverse environments and engage in exciting battles.

Flow Fields

- Developed a visualization project using vanilla JavaScript, HTML5 Canvas, and CSS to demonstrate the creation of flow fields.
- Explored computer graphics techniques to simulate fluid motion and generate captivating visual effects
- Implemented a grid of vectors representing flow direction and magnitude, enabling the creation of effects like wind, water, and particle systems.