

# Tyler Thai Le

## Software Developer

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### Education

Software Development Diploma  
*Southern Alberta Institute of Technology*  
(SAIT)  
2022 - 2024

#### Relevant courses

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

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### Skills

- HTML
- CSS
- JavaScript, TypeScript, React, Next.js, Node.js, Vercel
- Oracle SQL, MySQL, MongoDB
- Bootstrap, Tailwind
- Azure
- Git Bash
- C#, .NET
- Prisma
- Framer Motion

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### Work Experience

Floor Installer

*KT 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
- Conducted thorough inspections of finished flooring installations, verifying alignment, aesthetics, and durability to ensure a high-quality end result
- Utilized problem-solving skills to troubleshoot and rectify any defects or imperfections

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### Projects

*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.
- Collaborated across teams, addressing challenges like custom routes (app/api) and unified error/loading templates (Next 13).
- 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.