Tyler Teifke
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GitHub: https://github.com/TylerTeifke

SKILLS

Languages: Java, C++, Python, C#, Assembly, JavaScript, SQL, HTML
Systems: Windows 10
Software/Tools: Visual Studio, Arduino IDE, PostgreSQL, Unity, Gatsby, TailwindCSS, Flask, React
Frameworks: Visual Studio
Source Control: GitHub
Others: Visual Studio, Unity

EDUCATION

Bachelor of Science: Computer Science and Software Engineering
Graduation Date: December 2024
University of Washington Bothell
GPA: 3.81
Annual Dean's List 2021, 2022

PROJECTS:

Grocery Store Database

November 2025
Created a rudimentary grocery store database using Python and SQLite. The program is a menu that can be used to navigate to other menus that can perform various CRUD operations.

- Project Link: https://github.com/TylerTeifke/Grocery-Store

Pentomino Puzzle

September 2025 - October 2025
Created an algorithm for programmatically solving a 6x10 pentomino puzzle. The program works by recursively placing the puzzle pieces in different locations until a solution is found. After either a solution is found or the puzzle becomes unsolvable, the algorithm backtracks to test out different orientations and positions that a piece can be placed in.

- Project Link: https://github.com/TylerTeifke/Pentominoes

Hidden Card Game

July 2025
Created a simple card game using React. Work involved utilizing the dnd kit extension for React, and required me to gain an understanding of both dragging/dropping objects, as well as dynamically changing the appearance of objects as they are moved around the screen.

- Project Link: https://github.com/TylerTeifke/solitaire

Senior Capstone Project University of Washington, Bothell
January 2024 - December 2024
Worked with Professor Annuska Zolyomi to build a prototype web application for assisting college students and instructors in forming teams. My work on this project includes full-stack engineering, rewriting most of the back-end code so that it uses the Flask web framework to connect to the database and to the front-end, extending the database to include more tables and relationships such as a table to hold instructors that has a one-to-many relationship with a table that holds universities, and adding new pages to the front-end to enable more user interaction with the application like a profile page that displays information on the user and that can be updated by the user.
Languages: Javascript, HTML, Python, SQLite

- Project Presentation: Capstone Presentation.pptx
- Project Abstract: Tyler Teifke Capstone Abstract.docx

May 2024:

- **Essay on Apple and MacOS:** Wrote an essay about how Apple could be affected by a recent DOJ antitrust lawsuit against them and created a visual presentation based off of that essay.
    - Essay: Apple and the Potential of MacOS Outline
    - Presentation: Apple and the Potential of MacOS

March 2024:

- **Custom Lighting Engine with HTML and JavaScript:** Partially coded a game lighting engine with another university student, in which I programmed the ability to move various lights around a game world, how to change a light's color, and how to increase and decrease a light's brightness.

- **SQL Database with PostgreSQL:** Worked with three other students to design and program a SQL database, in which my primary contributions included designing parts of the schema and programming some of the APIs.

December 2023:

- **2D Video Game with Unity and C#:** Partially coded and designed a 2D video game with another university student, in which I designed the movement of the character and the level design of the game world.

- **Weather Tracker with Arduino IDE:** Worked with three other people to design a weather tracker that used an Arduino Mega, an LCD screen, and an Arduino temperature and humidity sensor to detect and display the current humidity and temperature.

August 2023:

- Worked on various Python projects mostly revolving around AI algorithms and machine learning.