WEBSITE
tyleryep.com
github.com/tyleryep

TYLER YEP

CONTACT
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EXPERIENCE

INTUIT INTERN
June 2018 – September 2018
Full-Stack Developer

Developed an automated UI test framework for Payroll teams. Designed reliable click/input functions using XPath selectors, integrated framework with Jenkins and backend service tests, and built a dashboard app to aggregate build results using React/Node.js.

VIRTUAL REALITY LAB
September 2017 – June 2018
VR Programmer

Created VR worlds for the Virtual Human Interaction Lab to use in PhD research. Implemented a multiplayer VR full-body experience using Unity, SteamVR, and Photon. Set up online VR studies using WebVR and Django to reach more participants.

CS 198 SECTION LEADER
April 2017 – Present
Stanford CS 106 Staff

Taught weekly sections of 10-14 students for CS 106A/B. Adapted specific lesson plans, attended weekly staff meetings & teaching workshops, graded student assignments and midterms, and held interactive grading sessions with students during the quarter.

OPENPROOF
June 2017 – September 2017
Full-Stack Developer

Worked with team of 6 to modernize a global logic curriculum website using HTML/CSS, jQuery, and a Java backend. Built RESTful API for web services to access/modify MySQL databases storing student/instructor info, parsed JSON data to display grade reports.

PROJECTS

WOLFBOT
AI Game Player
Python

Created AI that can win the popular game: One Night Ultimate Werewolf. AI Solver determines which players are lying using consistent statement subsets. Wolf AI players use Expectimax and Reinforcement Learning to choose the best lie to evade detection.

INSTAREACT
Mobile App
React Native

Built a concept app using React Native and Expo that automatically scrolls through an Instagram-like feed and likes/dislikes photos for you based on your facial reaction to the photo, using Google Cloud API for facial recognition. Built during LA Hacks 2018.

EDUTECH WEBSITE
Website
HTML/CSS

Designed a website for 8th grade Social Studies teachers to facilitate project-based learning in the classroom. Worked in a group of 4 to outline possible models for crowdsourcing lessons and projects for teachers to use on a daily basis.

BATTLESUBS
Text-Based Game
Java

Team of six designed a 3D version of the classic game Battleship, in which players hide submarines using an XYZ coordinate system, typing attacks into the console. Worked on a mobile version of the game for Android to create a friendlier user interface.

EDUCATION

STANFORD UNIVERSITY
Class of 2020
Computer Science B.S.
GPA: 3.8

Relevant Coursework:
CS 110: Principles of Computer Systems, CS 193A: Android Programming,
EE 15N: Art & Science of Engineering Design, CS 221: Artificial Intelligence,
CS 246: Mining Massive Datasets, CS 229: Machine Learning

SKILLS

C++
Python
HTML/CSS/JS
Node.js, Express.js
Java
Unity
Android Studio
React.js, Redux

HOBBIES

Fingerstyle Guitar
Running
Music Production
Design Thinking