WEBSITE
tyleryep.com
github.com/tyleryep

TYLER YEP

CONTACT
tyep@stanford.edu
(408) 568-9962

EXPERIENCE

OPENPROOF
June 2017 – September 2017
Full-Stack Developer

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

VIRTUAL REALITY LAB
September 2017 - Present
VR Programmer

Participated in the Virtual Reality Intensive Training Seminar, creating and conducting studies in the Virtual Human Interaction Lab. Used 3D modelling in 3DSMax and Python scripts to simulate worlds in Vizard and Unity and to analyze experimental data.

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

Taught weekly sections of 8-12 students for CS 106A/B. Adapted specific lesson plans, attended weekly staff meetings and teaching workshops, graded student assignments and midterms, and held interactive grading sessions with students during the quarter.

HP CODE WARS
2016 Coding Competition

Competed in a team of 3 to solve as many coding problems as possible. Won 4th overall and received Honorable Mention from HP Coordinators.

PROJECTS

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. Worked on a mobile version of the game for Android to create a more viable user interface.

TRAILBLAZER
CS 106B Project
C++

Recreated Google Maps functionality in a program that displays various road maps and allows users to find the shortest path between any two nodes using different search algorithms: BFS, DFS, Dijkstra, A*

SNAKE
Android App
Java

Recreated classic game Snake using Android Studio. User presses left and right buttons to turn the snake, with the goal of eating the pizza to grow the snake's tail. If the snake hits a wall or his own tail, the game ends.

EDUTECH DATABASE
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.

EDUCATION

STANFORD UNIVERSITY
Class of 2020
Computer Science B.S.
GPA: 3.9

Relevant Coursework:
CS 106B: Programming Abstractions, CS 107: Computer Organization & Systems,
CS 193A: Android Programming, CS 109: Intro to Probability for Computer Scientists,
EE 15N: Art & Science of Engineering Design, CS 198: Section Leading

SKILLS

C++
Java
Python
Photoshop
R
HTML/CSS
JavaScript
Android Studio

HOBBIES

Fingerstyle Guitar
Running
Music Production
Design Thinking