Tyler Green

(309) 714-3010 | greenjtee@gmail.com

Education

Iowa State University - Ames, IA...August 2019 - Current

- Computer Engineering - GPA: 3.97/4.00
- Graduating May 2023
- Summa Cum Laude, Highest 2% Engineering 2021

Experience

Undergraduate Research Assistant - Iowa State University.. Sep 2022 - Current

- Designed and implemented a CI/CD plan for ISU's ARA Wireless program, used to manage the deployment of an OpenStack platform for research of wireless technologies

Verification Champion Intern - John Deere Global Crop Harvesting Product Design Center..........May - August 2022

- Initiated testing on new crop harvesting technology, utilizing software, hardware, and machine testing to increase software development speed and reduce escaped defects

- Developed a new internal tool to fetch testing results/milestones. Used testing results/milestones to identify release state and overall product health in Power BI

- Trained on an embedded systems kit to learn practical embedded software engineering. Utilized CAN messaging to transmit operation status for live monitoring and for future analysis of closed loop control performance

Web Developer Intern - John Deere ISG, Remote...May - August 2021

Software Developer / Data Analyst Intern - John Deere IT Finance... June - August 2020

Projects

Sockets, HTTP requests, WebSockets library - C++...2022

- Developed a library to create HTTP requests and WebSockets as simple as possible from C++, used to interact with the Twitch IRC using only POSIX sockets and OpenSSL

Cave Generation for Video Games - C++ / OpenGL..2022

- Implemented the marching squares algorithm in C++ using OpenSimplex noise to generate and display natural cave-like structures using OpenGL, useful for terrain generation

Skills

Languages: C, C++, JavaScript (proficiency); Java, Python (familiarity)

Software: Visual Studio Code, Git, CANape/CANalyzer, Microsoft Office / PowerBI

Concepts: Linux, Object oriented programming, embedded software, sockets and network protocols, REST APIs, CAN communication, graphics programming