

# Tyler La Fronz

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## Software Developer

Solution-focused, innovative Full Stack Software Developer with a passion for the field and experience using a wide array of technology and a bachelor's degree.

- Innovative thought leader with demonstrated experience developing and implementing processes to improve operations.
- Proficient in fostering strategic relationships with customers and co-workers to meet company goals.
- Proven success at leading cross-functional teams in a variety of settings and ensuring efficient workflows.

### Core Technologies

<b>Languages</b>	Java, C/C++, Assembly Language, JavaScript
<b>Tools and Plugins</b>	D3, Git, Logisim, MS SQL, WireShark, Jenkins, GCP
<b>Platforms and IDEs</b>	Docker, OpenShift, Heroku, BigQuery, Kubernetes
<b>Working Knowledge</b>	Python, R, Bash, Angular, Ruby, Spring MVC, Spring Boot, Go Lang

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## Education

**Bachelor of Science, Computer Science**, *Wentworth Institute of Technology*, Boston, MA (August 2017)

- Dean's List - Summer 2016 & Spring 2017
- Student Government President and Academic Affairs Officer.
- Introduced Preferred Name Policy across the intranet to allow the use of name students, faculty, and staff to identify with.
- Collaborated with student leaders within the Fenway consortium entailing five additional area colleges and universities.

### Training & Development

- Wentworth Leadership Academy, 12-week Leadership seminar

### Appointments

- Registrar, Director of the Center for Diversity and Social Justice candidate search committees
- Wentworth Alumni Association Student Board Member

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## Professional Experience

United Parcel Service, Inc, Parsippany, NJ, 2017 – Present

**Intermediate Applications Developer** (Jun. 2019 to Present)

Lead the team as the top DevOps Engineer. Collaborate with other teams to ensure the on-time deployment of secure web applications running in three Kubernetes clusters.

- Orchestrated cross-team deployments Google Cloud.
- Developed and implemented policies and processes for DevOps Pipeline.

*Continued...*

- Spearheaded the inclusion of new development languages and technologies.

## **Software Developer II** (Nov. 2018 to Jun. 2019)

Collaborate with the product owner and management ensuring on-time delivery of features as Full-stack Web Application Developer using Spring Boot and Java.

- Cut costs by aiding in current application rework.
- Supported a subset of the team as Scrum Master.
- Designed and developed applications using BigQuery and Kubernetes.

## **Software Developer I** (Nov. 2017 to Nov. 2018)

Performed as Full-stack Web Application Developer using Spring, OpenShift, Java, and JavaScript. Collaborated with global coworkers and consultants remotely. Designed and implemented rebuilds for operational applications to control and monitor packages.

- Enhanced package controls by reworking an internal application
- Created and employed improved DevOps processes.
- Earned recognition from leadership and promotion.

ISO Developers, Winthrop, MA, 2016

## **Software Developer Co-Op**

Used Ionic Platform, HTML, AngularJS, and CSS to develop cross-platform mobile applications. Coded as part of a team using version control systems including Git. Increased knowledge of Firebase.

- Introduced product ideas using HTML, CSS, and JavaScript to present to customers.
- Delivered completed full products to clients.

Applied Geographics, Inc., Boston, MA, 2016

## **Network Administrator Co-Op**

Supported the website infrastructure updating and providing maintenance as required. Coordinated analytic reporting ensuring increased activity. Collaborated with a cross-functional team.

- Boosted wireless security with a RADIUS server for the 802.1X wireless network.
- Built positive team relationships to encourage cooperation.

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## Selected Projects

### **Music Map, [musicmap.lafronz.com](http://musicmap.lafronz.com)**

Created a Visualization of a Spotify user's library using D3, NodeJS, and Spotify's web API for users to view library items.

### **Battleship Prototype, [github.com/lafronzt/battleship](https://github.com/lafronzt/battleship)**

Constructed Battleship board game into a 1-player game in Assembly Language as part of a collaborative team of three.