

# Tyler Sedlar

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<http://github.com/TSedlar> • <http://sedlar.me/>

*Programming is one of my favorite activities. It is a field that is constantly progressing and evolving; posing new challenges and concepts which I strive to learn.*

## Experience

### Freelance — Software Developer

Date: May 2014 - Current

- Created a bytecode analysis library for Java written in Node.js with [Kyle Stevenson](#)
- Built a framework for analyzing the control flow of a program using ASM
- Wrote macro software for an MMO using color analysis algorithms with [Jacob Doiron](#)
- Reported security issues (same-origin policy) pertaining to edhesive.com courseware
- Designed an open source, minimal, and quick k-Nearest-Neighbors algorithm in Java
- Authored an open source chrome plugin for scrobbling TV shows with [Eugene Cheung](#)
- Publicized an open source Java-Agent used for viewing method argument call order
- Published an NPM module used for scraping GitHub user information

### Gold4Players LLC — Software Developer

Date: May 2013 - May 2014

Reference: Tim Dekker (302-256-2203)

- Developed Java source code for a public client-sided API used for MMO automation
- Re-engineered Java bytecode and mapped opcode usage for reflecting data at runtime
- Created a public script repository web application in PHP
- Managed script metadata through MySQL and MySQL Workbench

### Dequeue Ltd — Software Developer

Date: January 2010 - January 2013

Reference: Joe Haddad (330-321-2866)

- Programmed multiple Java plugins used for game automation
- Published plugins to a central repository for public use
- Maintained and monetized plugins for long lengths of time

## Education

Coconino Community College

Spring 2016, 3.5 GPA

## Projects

Sedlar-Bytecode – <https://github.com/TSedlar/Sedlar-Bytecode>

A custom Java bytecode library used for static analysis

sedlar-website – <https://github.com/TSedlar/sedlar-website>

My personal website created with Express + Angular 2

github-scraper – <https://github.com/TSedlar/github-scraper>

Scrapes the repositories you work on and stores info in a json file

asm-framework-full – <https://github.com/disassemble-io/asm-framework-full>

A full analysis/modification framework for ASM

RSMacro – <https://github.com/TSedlar/RSMacro>

Automation with color analysis an MMO

agent-callback – <https://github.com/disassemble-io/agent-callback>

A Java-Agent used for inspecting method calls and their arguments at runtime

## Tools

Java, ASM, Maven, JavaScript, Node.js, MongoDB, Mongoose, Express, Angular 2, SASS, Python, MySQL, Git, HTML, CSS, PHP, jQuery, React.js, Koa