

Tyler Sedlar

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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 (info upon request)

- 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 (info upon request)

- 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