Tyler Adams

tjadams@edu.uwaterloo.ca - http://dare.io - github.com/tjadams

WORK EXPERIENCE

Amazon Jan – Apr 2017
Software Development Engineering Intern Santa Cruz, CA

- Designed and implemented the predictive downloading and caching feature of the Amazon Seller Android app which reduced latency by an average of **31% (902 ms)** on the homepage of the app
- QA and A/B tested a feature resulting in the deployment of code to **~2,000,000 users** without bugs

Amazon May – Aug 2016
Software Development Engineering Intern Seattle, WA

- Created an internal website which enabled content on Amazon Vendor Express to be edited by product managers, and reduced deployment time from **5 days to 5 minutes or less**
- Coded APIs that read and write to a DynamoDB database using Java and the Spring framework

Virtual Power Systems Sept – Dec 2015
Software Engineering Intern Santa Clara, CA

- Developed a data center simulator in Scala which tested power distribution software
- Achieved high concurrency and performance by simulating components of data center with Actors
- Updated power distribution software by writing a Bash script to remotely replace Docker images

Thalmic Labs Jan – Apr 2015
Software Engineering Co-op Kitchener, ON

- Implemented the overlay used in "Myo for Presentations" on Windows and OS X using C++ and Qt

Rogers Communications May – Aug 2014
Mobile Developer Intern Toronto, ON

- Coded the first Sportsnet Google Glass app which included NHL game scores, videos, and radio

EDUCATION

University of Waterloo Apr 2018 (expected)
B.A.Sc. in Computer Engineering (3.3 GPA) Waterloo, ON

- Relevant Coursework: Data Structures & Algorithms, Operating Systems, Compilers, Embedded Systems, Database Systems, Computer Networks, Cooperative & Adaptive Algorithms (Artificial Intelligence Part 1), Robot Dynamics & Control, Digital Control Systems

PROJECTS

Coding-Problems Nov 2015 - Present

- Improved programming skills by studying computer science concepts and open-sourcing related notes
- Solved data structures and algorithms problems in Python and Java

AIsteroids Aug 2015
Hack the Planet Mountain View, CA

- Developed an artificial intelligence for the classic game Asteroids by using JavaScript
- Trained the AI by using machine learning on algorithms submitted by users through a website

LANGUAGES & TECHNOLOGIES

- Python, Java, C++, JavaScript, Scala, C#, C, Bash
- Git, Unix, Android, jQuery, Akka, Qt, Docker, AWS DynamoDB, Google Compute Engine