Tyler Dailey

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Education

University of Utah College of Engineering

Salt Lake City, UT

Bachelor of Computer Science

Graduation: May 2018

GPA: 3.797

Relevant Skills

Programming Languages

Swift C++ Qt C# Java HTML

CSS Ruby on Rails MySQL R

Programming Environments

Xcode Visual Studio QtCreator Eclipse IntelliJ

Emacs RubyMine

Work Environments

OS X iOS Windows Linux Unix Terminal

Relevant Courses

Mobile App. Development Software Practice I/II Probability and Stats.

Web Software Architecture Algorithms Linear Algebra

Discrete Structures Data Structures Computer Organization

Technical Projects

Class Project: Banking Educational Application

- Created an application designed to teach children how to open a banking account, write checks, use mobile banking, and many other services.
- Worked on a team of 8 to develop the application, database, server, and implement animations using the Box2D physics engine.
- Main responsibilities included creating a simulation of a mobile phone with a banking application, as well as taking lead to ensure that everyone else was on schedule.
- Developed in C++ using the Qt Framework

Class Project: Battleship iOS Application

- Currently working on creating a multiplayer implementation of the classic Battleship game, focusing on MVC architecture.
- Using Swift and Xcode as the main development tools.
- Eventually will be networked to allow players to play the game on multiple devices.

Relevant Experience

Computer Science Undergraduate Teaching Assistant

- Two semesters, beginning Fall 2016
- Courses: Introduction to Object Oriented Programming, Foundations of Computer Science

Technical Support for BobMyRealtor

- Provided general support, Troubleshooting, Setup new LAN's, cleaned up hard drives, etc.
- August 2015 December 2016