

# Tyler Metade

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## Software Developer

A highly motivated, analytical and results driven software developer. Proven ability to deliver results in both a team setting and as an individual contributor. Currently looking for opportunities to broaden my perspectives and learn new skills.

- |           |                 |            |           |
|-----------|-----------------|------------|-----------|
| ○ Kotlin  | ○ Ruby on Rails | ○ Junit    | ○ SQL     |
| ○ Java    | ○ Python        | ○ MVVM     | ○ Jenkins |
| ○ Android | ○ Django        | ○ Retrofit | ○ OSX     |
| ○ C++     | ○ Koin          | ○ Espresso | ○ Windows |
|           |                 | ○ FFMPEG   |           |

## RELEVANT PROFESSIONAL EXPERIENCE

### Software Developer

Feb 2021 - Present

Chronic Ink Tattoo Studio | Toronto, ON

- Collaborated with artist's and product owners to build out mobile application features.
- Developed android application using Kotlin for the front-end, Ruby on Rails and PostgreSQL on the backend.
- Stored data into a CRM from Shopify and Gmail by listening to webhooks on a server.

### Software Developer

Mar 2019 - Feb 2021

Stereo D | Toronto, ON

- Helped users manage their work and progression of the project by creating a central asset version control application.
- Decreased the time it takes to receive and deliver content from the client by 80% by developing a tool to automate this process.
- Reverse engineered Excel to allow users to create spreadsheets that query data within the application.
- All tools were built using C++, Python, Django, and QT libraries

### Application Developer

May 2018 - Aug 2018

Felix & Paul Studios | Montreal, QC

- Enhanced the automated build system by 15% by adding a git tagging system.
- Integrated Positron API to allow Positron to externally control our VR applications written in C++ and Android NDK.

### Software Developer

Sept 2017 – Dec 2017

You.i TV | Ottawa, ON

- Built a cross-platform mobile app written in C++ using native libraries and an in-house engine.
- Developed a full game engine with games to attract and keep kids within the app.
- Implemented analytics to understand user behaviour and crashes within the app by sending requests to an analytics server where the real time data was stored.

## EDUCATION & TRAINING

University of Ottawa | Bachelor of Science in Software Engineering

2018

- Engineering Management and Entrepreneurship option
- Vice *President* Engineering games, Robotics team