

Tyler Metade

Software Engineering Graduate

Developer that loves to learn on his free time and is always willing to learn new technologies.



tyler.metade@gmail.com

647-921-3300

Toronto, Canada

linkedin.com/in/tyler-metade-622b84a6

github.com/tmetade



EDUCATION

BA.SC Software Engineering, Engineering Management and Entrepreneurship option

University of Ottawa

09/2014 – 12/2018

WORK EXPERIENCE

Application Developer

Felix & Paul Studios

05/2018 – 08/2018

Montreal, Canada

- Developed on multiple VR Headsets including **Oculus** Rift, Oculus GO and GearVR.
- Enhanced the **automated build** system by adding new features such as a git tagging system.
- Integrated Positron **API** to allow Positron to externally control our application.

Software Developer

You.i TV

09/2017 – 12/2017

Ottawa, Canada

- Worked on brand name apps such as Fox and National Geographic Kids with **50k+ users**.
- Developed on all **Apple** and **Android** devices.
- Implemented mini games, **game engine**, **analytics**, video on demand, and other new features within applications.

Software Tester

You.i TV

01/2017 – 04/2017

Ottawa, Canada

- Worked on TBS, TNT, TruTV streaming apps with **100k+ users**.
- Integrated a proxy server to test the backend of the application.
- Efficiently tested features on multiple Apple and Android platforms.
- Implemented test scripts for **automated testing** using Appium.

TECHNICAL SKILLS

C++

Java

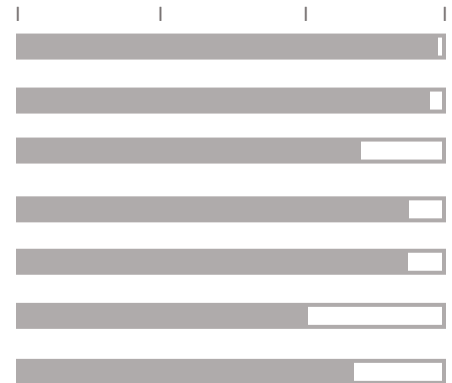
Unity

Android Development

Ruby on Rails

Python

Javascript



PROJECTS

MagicMirror - Final Engineering Project

- **C++, C#,** Kinect framework, Hololens framework, **Unity**
- This application allows a physiotherapist to view a patient's exercises remotely through a **Hololens**. The patient is completing their exercises with simple games using Kinect.
- This involves **rendering point clouds** from the **Kinect** stream in Unity to generate a 3D model for the Hololens.

uLearn

- **Android Studio**, Firebase
- Language learning app that allows users to learn by playing mini games.
- Developed a **game engine** within Android studio that allows users to play games and play with other users.
- Created a business plan and a go to market strategy.

MovieRater

- **HTML, CSS, PHP, Posegres**
- Web application that allows users to rate movies that they have watched.
- The application would then recommend movies based on how the user rated movies they have watched.