

TYLER LABONTE

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EDUCATION

University of Southern California, Viterbi School of Engineering

Bachelor of Science, Computer Science and Business Administration

Minor in Ethics for Business, Law, and the Professions

- USC Trustee Scholarship (top 2% of USC Class of 2021, full scholarship worth nearly \$250,000)
- USC Viterbi Fellowship (top 6% of Viterbi Class of 2021)

Mililani High School

- National Merit Scholar (top 0.47% of PSAT takers)

- National AP Scholar (average score of 4.9 on 8 AP exams, including AP CS and AP Physics C)

Los Angeles, CA

Expected May 2021

Mililani, HI

High School GPA: 4.16

SKILLS

Languages: Proficient in Java, Experience with C/C++ and Python, Familiar with HTML/CSS, Javascript, and Git

Software: Autodesk AutoCAD and Inventor, Microsoft Visual Studio, Eclipse, Sublime Text, Python IDLE, Github

EXPERIENCE

University of Southern California Integrated Media System Center (USC IMSC)

Research Assistant

Los Angeles, CA

September 2017 - Present

Mililani High School VEX Robotics

Lead Programmer

Mililani, HI

August 2015 - May 2017

- Achieved 1st place in two consecutive years at SkillsUSA Hawaii Mobile Robotics, 2nd place at the international Pan-Pacifcs, and 1st place at the Hawaii State Championships, qualifying us for Worlds.
- Designed robot prototypes using Autodesk Inventor to streamline building process, leading to an Innovate Award for original and progressive integration of shooter and intake subsystems.
- Developed autonomous robot code in ROBOTC for subsystems such as drivetrain, arm, and claw/shooter
 - Optimized processes using take-back-half (TBH) and proportional-integral-derivative (PID) algorithms
- Mentored 3 underclassmen in programming and electrical systems throughout the robotics season.

PROJECTS

USCalendar

Honorable Mention

TrojanHacks Hackathon, University of Southern California

September 2017

- Programmed an automatic push notification system in Javascript for course tracking website.
- Coded website architecture and navigation using HTML/CSS.
- Coordinated Git workflow to increase productivity for our 4 team members.

Final Frontier

February 2017 - April 2017

- Built a space-exploration and trading game in Java utilizing an ASCII GUI and object-oriented architecture.

MIT Battlecode

January 2017

- Engineered an autonomous bot in Java to compete in MIT's annual AI competition, winning 50% of our matches and advancing to the qualifying round despite competing against college and graduate students.

LEADERSHIP/ORGANIZATIONS

Association of Computing Machinery, Trojan Entrepreneurship Network, USC Hackers

Member

Los Angeles, CA

September 2017 - Present

SkillsUSA Hawaii

State President

Oahu, HI

August 2016 - May 2017

- Led group of state officers from SkillsUSA and organizations such as HOSA and FCCLA in organizing annual statewide conference with over 6000 attendees.
- Implemented initiatives such as SkillsUSA Outreach Services, increasing school membership by 20%.
- Managed 4 delegates' meetings to distribute information and vote on new policy, and 3 statewide community service events to increase SkillsUSA's impact on local elementary and middle schools.