

Tyler Villa

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<https://www.linkedin.com/in/tyler-villa/> Portfolio: <https://tvilla0000.github.io/portfolio/>

Education

General Assembly

Software Engineering Immersive

San Francisco, CA
Expected October 2019

Pittsburg High School

High School Diploma

Pittsburg, CA
June 2019

Skills

Languages, Libraries, & Frameworks: Javascript, HTML, CSS, jQuery, Node JS, Python, AJAX, Django, React JS, Express, Bootstrap

Management & Deployment: GitHub, Command Line, Git, Heroku

DataBases: MongoDB, PostgreSQL

Methodologies: Responsive Design, Object Oriented Programming, User Stories, Wireframing, MVC pattern, CRUD, MERN stack

Spoken Languages: English (Fluent), Mandarin (Conversation), Spanish (Fluent), French (Conversation)

Projects

Personal Concept Project

2d Platformer - [GitHub Repository](#)

- Built Web Browser based game that functions as a classic 2d platformer
- Developed browser game with Javascript, HTML, and CSS to move an element in the game around and create movement without the use of a HTML Canvas element
- Reached MVP and strengthened ability to tie key Functions in JS to elements in HTML using Document Object Model manipulation

Personal Concept Project

WeStream - [Github Repository](#)

- A full-stack application that doubles as a clone of Youtube's video streaming services
- The app is composed of a functional Frontend that consists of React JSX elements and components as well as a functional back-end that implements the use of Express
- Strengthened knowledge on running two sides of an application successfully and cemented the process of how to tie in Frontend and Backend elements to each other

Team Concept Project

Web Application - [GitHub Repository](#)

- Created a Web Application to Function like Yelp, but structured more for Restaurant owners rather than a review based application
- My team and I incorporated Python Django and Bootstrap to structure the Application
- Developed fundamental skills With understanding how Django and python work

Pittsburg High School

Haptic Feedback System — Team Nexus-Engineering, Design and Research

- Strengthened understanding in team based collaboration
- Designed a suit to recreate a sense of touch using electrical currents and specific types of nodes
- Worked with my team to program function of suit using python

Pittsburg High School

Construction “Exoskeleton”- Engineering, Design, and Research

- Designed and constructed a prototype/mock-up of an exoskeleton to reduce stress on the lower body by equally distributing the weight of a heavy load to the entire body
- Strengthened understanding and applications in pneumatic and hydraulic systems
- Utilized pneumatic and hydraulic systems to help the worker lift heavier items
- Designed and constructed an exo-skeleton purposed for construction

Professional Experience

Mark Scott

Construction Assistant

Pittsburg, CA

June 2016 - Present

General Assembly

Software Engineering Immersive Graduate

San Francisco, CA

July 2019 - October 2019

- An Immersive Experience that Pertained to Collaboration as developers, and focused on key fundamentals of Object Oriented Programming to creatively solve technical problems.