

# Tyler Rule

[tylerwrule@gmail.com](mailto:tylerwrule@gmail.com)  
[linkedin.com/in/twrule](https://www.linkedin.com/in/twrule)  
[github.com/twrule](https://github.com/twrule)  
[twrule.co](https://twrule.co)  
(714) 822-9918

19112 Callaway Circle  
Huntington Beach, CA 92648

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## Education

### University of California, Santa Cruz - GPA 3.5

Computer Science, Bachelor of Science  
March 2020

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## Projects

### Swing Trading Stock Market Bot

A machine learning bot that takes a stock and trains on previous stock history to predict the closing price for the following day. By utilizing market trends and technical indicators the bot aims to maximize profit. Used Python, RNN structure, and Keras.

### Smart Calendar Android Application

Mobile Application used to help users improve time management and visualize tasks they must complete with daily budgets. Used Java and Android Studio.

### RunnersMatch Web Application

A social networking web application that paired users with other runners in their area to help find training partners. Used HTML, CSS, Javascript, React, and Scrum Methodology.

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## Experience

### University of California, Santa Cruz / Student Technical Support Specialist I

September 2018-December 2018, ResNet

Assisted students with connecting to the campus network; conducted troubleshooting network and OS issues; performed technical support for students.

### California Department of Parks and Recreation / Lifeguard I

June 2019 - Present, Bolsa Chica State Beach and Huntington State Beach

Detected and rescued persons and vessels in distress; initiated first aid and resuscitation procedures; taught ocean safety to the public

### California Department of Parks and Recreation / Park Aide

April 2015 - June 2019, Bolsa Chica State Beach and Huntington State Beach

Performed routine public contact work; provided information to the public; staffed park entrance stations; handled all aspects of sales and transactions of various types of passes

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## Relevant Courses

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Artificial Intelligence - Python & Keras  
Introduction to Computer Graphics - WebGL & Javascript  
Mobile Applications - Java  
Database Systems - SQL  
Computer Systems and Assembly Language - Assembly  
Principles of Computer Systems Design - C++  
Comparative Programming Languages - Scheme, Ocaml, Perl, Prolog, Smalltalk  
Introduction to Software Engineering - Scrum, React, Javascript  
Introduction to Data Structures- Java & C  
Algorithms and Abstract Data Types - Java  
Introduction to Analysis of Algorithms - Java