

Tyler J. Wymer

twymer@gmail.com
330-904-0349
<http://tylerwymer.com>

5261 Greensedge Way
Columbus OH 43220

EDUCATION

Ohio State University, Columbus OH
B.S. Computer Science & Engineering, June 2010
GPA: 3.5 (4.0 Scale) – Cum Laude

QUALIFICATIONS

- **Programming:** Proficient with Python, Ruby (Cucumber, Rails, Sinatra), C/C++, Java, HTML/CSS; familiar with JavaScript, Processing, Lisp/Scheme, C#, Groovy on Grails, OpenGL, Ogre3D.
- **Systems:** Experienced with Linux, OSX and Windows.
- **Coursework Highlights:**
 - **High performance computing:** Parallel processing and efficient cache usage.
 - **Computer Graphics:** Ray tracing, advanced OpenGL, game development, procedural content and game world creation.
 - **Information Visualization:** Utilizing technology and human perception to create effective visualizations.

WORK EXPERIENCE

EdgeCase, Columbus OH

Software Artisan (June 2011 – Present)

- Refactored JavaScript on a high traffic website; greatly reducing footprint and adding modularity to the codebase.
- Worked on a team developing a new social media management website for a large client using Ruby on Rails.
- Provided clients with code they could be confident in after project handoff by upholding high standards for unit test and integration test coverage.

Pillar Technology, Columbus OH

Agile Apprentice/Consultant (February 2011 – June 2011)

- Trained in Ruby doing Test Driven Development using Cucumber and RSpec.
- Developed new features for a legacy Windows Embedded C# application.

HMB, Inc., Columbus OH

Consultant (July 2010 – February 2011)

- Executed design specifications in HTML/CSS/JQuery within a Groovy on Grails environment.
- Designed and developed customizations for clients existing ASP.NET websites.

ACTIVITIES

Teaching and Leadership

- Teacher for Intro to Programming classes at Girl Develop It, Columbus.
- Founded and co-organize Vim Columbus. Co-founded Kent Linux Users Group while at Kent State University.

Community

- Regularly attend groups (Ruby, Game Developers, Software Craftsmanship and others) and Give Camp events.

SENIOR PROJECT

Advanced Game Design and Development, Spring Quarter 2010

- Worked in a five person team on a 3D game development project which was implemented using C++, the Ogre3D graphics library and 3rd party menu, physics and sound technologies.
- Primary development tasks were opponent AI, UI and menu systems, console input and camera control.