Tydarius M. Young

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EDUCATION:

Rochester Institute of Technology

Rochester, New York

Bachelor of Science (Summa Cum Laude), Computer Science

May 2021

GPA: 3.85/4.0

Relevant Courses: Intro to Software Engineering, Analysis of Algorithms, Principles of Data Management

Monroe Community College

Rochester, New York

Associate in Science, Computer Science

May 2018

GPA: 3.86/4.0

Relevant Courses: Intro to Data Structures, Concepts of Computing, Digital Computer Organization

CERTIFICATIONS:

Coursera (Online) "Basics of Web Development and Coding" Specialization Certificate

March 2022

TECHNICAL SKILLS:

Back-end Development: C#, C, GraphQL (Learning), Java, Python, SQL

• Front-end Development: Bootstrap, CSS, HTML, JavaScript, React (Learning), Ruby on Rails (Learning), TypeScript

Development Tools: Bitbucket, Git, IntelliJ IDEA, JIRA, Microsoft Visual Studio, Vim, Visual Studio Code

RELEVANT PROJECTS:

Professional Portfolio (Personal Project)

February 2021 - March 2021

- Created a professional portfolio website (hosted by GitHub Pages) comprising relevant skills, work experience, etc.
- Enforced site accessibility by properly tagging images/ icons (some provided by Font Awesome) and enforced responsive design by utilizing the Bootstrap 5 Framework on each web page

Remote- Controlled Car (College Project)

November 2017 - December 2017

- Built and programmed, in C, a fully- functional remote-controlled car that can be controlled from a laptop through reading keyboard input given by the user (e.g., pressing 'W' to move forward, or pressing 'R' to increase speed)
- RC Car utilizes an LCD Display to display speed, ultrasonic sensor to prevent collisions and DC motors for mobility

PROFESSIONAL EXPERIENCE:

L3Harris Technologies, Rochester, NY

Associate Software Engineer

July 2021 - Present

- Performed bug fixes and added features to C#, XML and XSLT code/ documents responsible for setting, validating, and programming properties for L3Harris radios
- Packaged written code into product installers and produced build processes to validate installations
- Authored and updated requirements and release notes to accommodate product installations

Wayfair, Boston, MA

Software Engineer Intern

January 2021 - June 2021

- Implemented bug fixes for Python code responsible for processing product cost data and inserting it into SQL tables
- Restructured and revised the process(es) by which costs are offset and become accurately available to employees
- · Wrote rigorous unit tests and descriptive documentation to ensure code functionality across multiple run states

L3Harris Technologies, Rochester, NY

Software Intern/Co-op Senior D

May 2019- August 2019

- Restructured a C# application, which simulates the creation and transmission of information in multiple Situational Awareness report formats, into a Platform that instead installs each format as a plugin
- Updated user interface design and extracted format- specific code and capabilities into format- specific plugins
- Developed plugin installers, shared libraries and build processes to ensure no functionality loss during restructuring