

Tyler Bontrager

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EDUCATION

WILLAMETTE UNIVERSITY

BS IN COMPUTER SCIENCE, BS IN
DATA SCIENCE

May 2023 | Salem, OR
College of Arts and Sciences
Cum. GPA: 3.45 / 4.00
Major GPA: 3.56 / 4.00

UNDERGRADUATE

Intro Python • Data Structures • Symbolic
Logic • Analysis of Algorithms • Topics in
Cybersecurity • Web Development
• Networks and Systems •

SKILLS

PROGRAMMING

Proficient

Java • Python • C#
HTML • CSS • \LaTeX

Intermediate

C • C++ • JavaScript

Familiar

MySQL • Bash • Powershell
PHP

SOFTWARE

Proficient

MS Office • GSuite • Eclipse
PyCharm • IntelliJ IDEA

Intermediate

Git • VMWare • Jupyter NB

Familiar

JIRA • Jenkins • Maven
Gradle • Docker

LANGUAGES

English • Spanish • Japanese
ASL

MISCELLANEOUS

- Written and verbal communication
- Tech literacy
- Critical and creative thinking
- Time management
- Problem-solving
- Conflict resolution and mediation

CURRENT EXPERIENCE

SYLVAN LEARNING CENTER OF SALEM

TUTOR

MAY 2022—PRESENT

- Effectively delivered personalized tutoring of English reading, writing, and arithmetic subject content to dozens of primary, lower-secondary, and secondary students.
- Initialized and undertook a sub-program of Sylvan of Salem to tutor a small group of 6 students in Mill City, OR during the summer.
- Assisted secondary math students by teaching content

WILLAMETTE UNIVERSITY

COMPUTER SCIENCE DEPARTMENT TUTOR

MARCH 2021—MAY 2022

- Helped students better conceptualize ideas learned in Data Structures, Algorithm analysis, and Intro-level courses to implement in programming exercises.
- Utilized diagrams and other visual techniques to aid understanding.
- Dedicated off-time to self-learn concepts in machine learning, advanced data structures, and algorithms, or doing homework.

WILLAMETTE UNIVERSITY

GOUDY COMMONS SERVICE STAFF

MARCH 2021—MAY 2022

- Worked weekend evenings in the servery to provide high-quality meals to between 300–400 students per shift in a sanitary work environment.
- Frequently worked with catering department to fulfill \$300–\$2,500 contracts.
- Assisted staff when holding occasional yet popular events throughout the school year seeing between 800–1200 students, faculty, and members of the public.
- Trained newer staff members, helped coordinate understaffed shifts, and ensured high quality of servery space.

WILLAMETTE UNIVERSITY

COLLOQUIUM ASSOCIATE (PEER MENTOR)

FALL 2021 AND FALL 2022

- Led and facilitated weekly classes pertaining to different aspects of college life including community-building, health academics, success, and experience.
- Held office hours 3 times per week to become available as a resource for any of the 12 first-year students in the colloquium cohort.
- Frequently designed and distributed check-in surveys to gauge the needs of the students, and to make personalized adaptations when needed.

MISCELLANEOUS EXPERIENCE

RESIDENT ADVISOR

JANUARY 2022—PRESENT

- Supported residential community development by planning fun event programs, curating material for the hall's bulletin board, and conversing one-to-one with residents.
- Responded to community and interpersonal concerns impartially; accurately, fairly, and fully documented incidents when necessary.
- Upheld standards such as FERPA and Housing policies to maintain student confidentiality and promote a safe and pleasant living environment.

SUMMER RESEARCH STUDENT

JUNE 2021—SEPTEMBER 2021

- Surveyed and researched literature to learn applications of graph convolutional neural networks on the social influence maximization problem.
- Collaborated with a research partner frequently to make meaningful progress and met weekly with the leading professor to report updates.
- Presented findings with a slideshow at a symposium hosted at Willamette University and with a poster at the Consortium for Computing Sciences in Colleges (CCSC) conference.

PROJECTS

ATOMIC CHESS POSITION EVALUATION | DEVELOPER

January 2021—Present

Creating a tool that can determine which player is winning from any given position in an Atomic Chess game.

2048 GAMES | DEVELOPER

April 2017—May 2019

Developed two functional versions of the game **2048** on two separate occasions: one project developed graphically using Java, and the other console-based version developed in Python.

DANDYHACKS 2020 | Co-DEVELOPER

November 2020

Participated in a weekend hackathon to learn and practice development skills. Experimented with the Unity game engine to create an original draft of a multiplayer game called Shipwrecked.

VOLUNTEERING

SERVICE, LEADERSHIP, SUSTAINABILITY PROGRAM

- Indirectly assisted Shangri-La with the set-up of a charity event by assembling 100 bags of various essential everyday use items to support people in need and creating decorations.
- Directly assisted municipal landscaping contractors for local park maintenance at Bush Park to prune flowers and remove large patches of blackberry bushes.
- Directly assisted the organization "Horses of Hope" by helping maintain the site by cleaning runs, feeding, and bathing.
- Directly assisted Marion-Polk Food Share to package a variety of vegetables including nearly 800 squash harvested from assisting Salem Harvest.