Tyler Bontrager

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Objective: Highly ambitious recent graduate with a passion for learning and solving problems. Inspired by the positive impact technology has on people's lives, hoping to contribute helpfully to the growing need for efficiency and answers through critical and creative ways of thinking. Looking to jumpstart a career in data analytics, hone technical skills, make meaningful contributions to cutting-edge technologies.

Education

Willamette University, Salem, OR — Aug. 2019 – May 2023
Bachelor of Science: Computer Science, Data Science — *GPA: 3.25*

Relevant Coursework

Computer Science: Programming with Python, Data Structures, Algorithm Analysis, Networks and Systems, Ethics, Topics in Cybersecurity, Symbolic Logic, Advanced Math. **Data Science:** Data Science with R, Inferential Statistics, Data Management with SQL, Machine Learning, Ethics, Math for Data Science

Professional Experience

Willamette University — Salem, OR
US 2020 Census Twitter Data Research Assistant — *Jan 2023 – Jun 2023*
- Encoded 8450 rows of data to set a ground truth for an NLP classification training model.
- Drafted a log to justify decisions to enforce consistency and facilitate collaboration.
- Recorded notes of information from dataset to preserve thoughts and insights used for final deliverable.
- Created R scripts to reduce repetition of data in columns of interest to expedite the encoding process.

Willamette University — Salem, OR
Computer Science Department Tutor — *Mar 2021 – May 2022*
- Helped dozens of students better conceptualize CS-related topics to improve confidence in class and on homework.
- Utilized detailed diagrams and performed demos to aid understanding of advanced mathematical concepts.
- Dedicated off-time to self-learn concepts in machine learning, networking, and programming practices.

Willamette University — Salem, OR
Graph Convolutional Neural Networks Research Student — *Jun 2021 – Sep 2021*
- Surveyed literature to learn applications of GCN networks for the social influence maximization problem.
- Collaborated with professor and research partner through regular meetings to make meaningful progress.
- Presented findings via slideshow and poster at home school symposium and at the Consortium for Computing Sciences in Colleges (CCSC) conference.

Projects

Atomic Chess Games Analysis
Lead developer — *Jan 2021 – Mar 2021*
- Processed thousands of games in raw dataset to facilitate analysis by developing regression models.
- Used machine learning techniques to derive novel insights about games of Atomic Chess.

2048 Games
Developer
- Developed two functional versions of the game 2048: one project developed graphically using Java, the other console-based version developed in Python.

Skills

Technical: Bash, C, C++, Git, HTML/CSS, Java, Java, JavaScript, MATLAB, MySQL, NumPy, Pandas, PostgreSQL, PowerShell, Python, SQL, R. **Conceptual:** Computer Networking, Computer Vision, Data Analysis and Visualization, NLP, Web Development, Quality Assurance, Software Testing.
Languages: English, Spanish, Japanese

Honors and Awards

NSF S-STEM Scholarship (2019–2023), Dean Merit Scholarship (2019–2023), College Honors (Fall 2020)