

TYLER WADEKAMPER

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SUMMARY

- Results-oriented avionics engineer with a passion for software seeking a full-stack web development role.
- Versatile capabilities include front-end, back-end, and hardware design as well as program management.

SKILLS

- HTML, CSS, JavaScript, Ruby on Rails, Python, C/C++, Linux, Bash, PostgreSQL, Git, Docker, Bootstrap.
- Outstanding knack for problem-solving, excellent communication and collaboration ability, consistent hunger to learn new technologies and concepts.

EDUCATION

Bachelor of Science, Electrical and Electronics Engineering

2019

Seattle Pacific University, Seattle, WA

PROFESSIONAL EXPERIENCE

Electrical Engineer

2019 - Present

Astronics Advanced Electronic Systems, Everett, WA

- Wrote native Linux software in C to test avionics digital I/O circuit cards in embedded systems.
- Developed an automated browser utility with Python that streamlined the configuration management system.
- Designed multi-protocol I/O cards for embedded military applications with USB, PCIe, Ethernet, and avionics functionality.
- Defined the architecture for the next generation of compact I/O converters. Made trade-off decisions for processor, memory, user storage, and I/O interfaces.
- Executed comprehensive testing and documentation of embedded products to stringent EMI, electrical, and environmental standards.
- Managed a mid-scale program to create single protocol avionics cards for a lab environment. Led a team of eight to meet requirements, schedule, and budget constraints.

PROJECTS

RefNetwork – ref-network.onrender.com

2022 - 2023

- Constructed a social networking site for football officials where users can share rules questions and answers using Ruby on Rails, which handles the MVC framework and database integration.
- Utilized Bootstrap, JavaScript, and CSS to complete the fully-responsive front-end.
- Implemented an end-to-end test suite, RESTful architecture, and user/request authentication system.

Ruby Chess – ruby-chess.onrender.com

2022

- Created a fully-featured command line chess game using object-oriented design in Ruby.
- Completed extensive Rspec test coverage using a hybrid test-driven development strategy from the outset.
- Deployed the program in a docker container in order to isolate the shell environment and minimize dependencies.

RetroCalc – tylerwadekamper.com/calculator-top

2022

- Designed a calculator application that handles multiple lines of input, decimals, and memory that is styled like an original gameboy. The project consists of HTML, CSS, and JavaScript.
- Developed a state management engine that handles all calculation and text manipulation procedures.

Paint for Dummies – tylerwadekamper.com/paint-top

2022

- Built an application similar to MS paint, where users can choose brush size and color to draw on a canvas. The program uses HTML, CSS, and JavaScript.

COURSES

The Odin Project

2021 - 2022

- Finished the self-guided web development curriculum over the course of a year, culminating in the completion of multiple full-stack projects.