

# Tyler Elms

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## Education

**Brigham Young University - Idaho** April 2017 - December 2023 Major: B. S. in Software Engineering Rexburg, Idaho  
Minor: Software Design (Architecture)  
GPA: 3.5/ 4.0  
Relevant Course Work: Programming with Data Structures, Algorithm Design, Data Science Programming, Machine Learning, Modularization Design, Programming with Classes, Business Statistics, and Software Testing, JavaScript language, and C++ Language, Web Development

## Professional Experience

**Graphium Health** May 2023- Current  
*Software Engineer Intern – TypeScript, Git, ReactJS, and NodeJS* Lehi, Utah

- Spearheaded the design and successful implementation of a survey web feature, enhancing user engagement and satisfaction across a wide range of medical facilities
- Engineered efficient API endpoints to seamlessly distribute data sourced from a PostgreSQL database, optimizing data retrieval and processing for enhanced performance
- Exhibited exceptional problem-solving acumen by proficiently pinpointing and remedying bugs within production software, all while meticulously crafting and executing comprehensive test cases
- Collaborated seamlessly with design teams to translate visual concepts into functional front-end designs, resulting in a harmonious user experience
- Maintained version control and collaborative workflows through Git, ensuring streamlined code management and effective teamwork

**Brigham Young University - Idaho** February 2021 - September 2022  
*Data Scientist – Support Center* Rexburg, Idaho

- Developed Full-Stack machine learning software to accurately and precisely predict call center Volume, reducing yearly cost by over 13%
- Presented predictions in interactive visuals using Streamlit library
- Utilized Cloud infrastructure to easily deploy and scale forecasting app to meet department needs
- Coordinated with representatives from across university departments to ensure accurate and precise data is taken into account for decisions made

## Key Projects and Experiences

**Volunteer Tutor - Team member** May 2022 - Current  
*C++, Java, python and JavaScript* Rexburg, Idaho

- Guided students to solve problems from courses and personal projects
- Trained students how to break down and evaluate elements of program enabling scores at least 10% higher on next project
- Explained reasoning and applications to principles taught in class
- Emphasized importance of Software design, including efficiency using Big O notation
- Required to maintain a 3.5 GPA per semester to participate

**Lunar Landing Simulation - Project Leader** May 2021  
*C++ with Xcode* Rexburg, Idaho

- Designed a code base which allowed for a front-end graphical simulator while incorporating live updates from user input
- Awarded the letter grade of A on the assignment (100%) for excellence in design and algorithmic efficiency
- Incorporated key software design concepts such as class diagrams, structure charts, unit tests, and both fidelity and abstraction metrics
- Organized and directed team effort to accomplish small weakly goals, while implementing agile methodology

## Skills

### Languages

Advanced – 3+ years (C++, Python, SQL, JavaScript, Neural Networks, Software Testing, ReactJS, HTML5, CSS, NodeJS)  
Intermediate- 1+ year (C#, Swift, Go, Java, Firebase, NodeJS)

### Tools

Advanced – 2+ years (XCode, Git, Visual Studio, Agile Methodology, Power Bi, Git, TensorFlow, Plotly Dash, Unit Testing)