

# Tyler Wong

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## Education

### California Polytechnic State University San Luis Obispo

Major - Software Engineering  
Degree - Bachelor of Science

Major GPA - 3.13  
Expected Graduation - June 2017

### Relevant Coursework

Data Structures and Algorithms  
Individual Software Design and Development  
Systems Programming  
Computer Organization/Architecture  
Introduction to Databases  
Graph Theory

Software Engineering I & II  
Design and Analysis of Algorithms  
User-Centered Interface Design and Development  
Software Requirements Engineering  
Mobile Application Development (iOS)  
Introduction to Computer Networks

## Skills

### Languages

Java, C, JavaScript, Python, Swift

### Other

MySQL, XML, Git, MVC, HTML, CSS, LaTeX

## Employment

### Tapestry Solutions – Software Developer I

Oct 2016 – Present

- Maintaining a military contracted Single Load Planner application by fixing production frontend and backend bugs
- Working with XML/SOAP APIs to query information from a Tomcat server
- Using Jira and Git to manage Agile software development practices

### Tennis Warehouse - Customer Service Representative

June – Sep 2015

- Queried the company's internal database for product information and customer orders and returns
- Strung tennis racquets and answered customer calls regarding purchased products, or specifications on tennis racquets, strings, and other related equipment

## Projects

### Snaption – Android Application

Sep 2016 – Present

- Creating a photo sharing and social media application that interacts with a REST API hosted on Google Cloud Platform VM instance
- Utilizing Realm, Retrofit, and RxJava to handle local data caching and asynchronous network requests.
- Using Travis CI for continuous integration and automated testing

### Pokébase – Android Application

Apr 2016 – Present

- Utilized Google's Endpoints API architecture, App Engine, and Cloud SQL services to host database
- Allowed users to query information about all 721 Pokémon and create teams of up to six Pokémon

### Esca – iOS Application

Oct – Dec 2016

- Developed a crowd-sourced application that allowed users to contribute to a map of food deals based on their location
- Used Firebase as a backend to provide live updates and store user information
- Used CoreLocation, MapKit, and UserNotifications to notify a user if they were near a particular deal