

# Tyler Frisinger

Website: <https://tyler-frisinger-resume.netlify.app/>

Email: [Tylerjfrisinger@gmail.com](mailto:Tylerjfrisinger@gmail.com)

Mobile: 952-737-8171

## EDUCATION

---

- **University of Nebraska - Lincoln** Lincoln, NE  
*Bachelors of Engineering in Software Engineering and Minor in Mathematics* Aug. 2022 – May. 2026

## TECHNICAL SKILLS

---

- **Programming Languages:** Python, JavaScript, TypeScript, C#, Java, C, SQL, HTML, CSS
- **Frameworks & Libraries:** React, Express, Node.js, Django, Tailwind CSS
- **Tools & Technologies:** MongoDB, PostgreSQL, MySQL, Git, REST APIs, PyTorch, OpenCV

## EXPERIENCE

---

- **Software Engineering Intern** Rogers, MN  
*North Star Imaging* May 2025 - Present
  - Helped prioritize projects using Customer-Backed Innovation practices by integrating direct customer feedback into the software planning process to better match upcoming features with real customer needs.
  - Built and integrated a software module that automates magnification adjustment and object positioning using computed tomography logic and algorithms, reducing manual input and accelerating the scanning process by minutes.
  - Worked on an Agile .NET development team, writing production-level C# code and performing code reviews to ensure clean, reliable, and maintainable code in deployed applications.
- **Software Engineering IV Teachers Assistant** Lincoln, NE  
*Nebraska College of Engineering* January 2025 - May 2025
  - Demonstrated software architecture visualizations, project planning, and process tracking techniques to improve team understanding and streamline development.
  - Guided student teams in applying effective teamwork and communication skills to meet project goals and present solutions to stakeholders.

## PROJECTS

---

- **UNO Biology Marmoset Deep Learning**  
*Python, YOLO, Cuda, Google Colab*
  - Designed and implemented a system for automatic analysis of marmoset behaviors using neural networks.
  - Utilized DeepLabCut for pose estimation and applied convolutional neural networks (CNNs) to recognize specific behaviors.
  - Leveraged transfer learning to adapt pre-trained models, enhancing efficiency and accuracy.
- **Movie Rating System**  
*TypeScript, JavaScript, CSS, MongoDB, Express.js*
  - Project lead for building a viable software project that followed software architectural principles.
  - Structured and managed a database and backend system to efficiently store and use user activity, movie data, and external API content.
  - Built and deployed a responsive movie rating platform allowing users to browse, rate, and review films with a clean, intuitive interface.
- **Chess Game**  
*Python*
  - Designed and developed a Player vs. Player chess game with customizable board themes and a restart option, enhancing user experience through interactive gameplay features
  - Leveraged Object-Oriented Programming principles to create modular and reusable classes for chess pieces, the game board, and individual board squares.