

Tyler Frisinger

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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

- **Founding Engineer** Lincoln, NE
TasksMinds, Corp. June 2025 - Present
 - Architected and shipped an AI meeting assistant end-to-end (React/Next.js, TypeScript, Supabase/Postgres), integrating Google Calendar OAuth, webhooks, and incremental sync to mirror create/update/delete functionality for Google events.
 - Built a release pipeline for Electron DMG Application: macOS hardened-runtime code signing with Developer ID + entitlements, notarization via notarytool/stapler, DMG packaging and auto-updates—cutting release time by 50%
 - Authored investor-ready pitch decks and financials, presented to angels/seed funds and handled TasksMinds, Corp. due-diligence;
- **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.
- **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.