

Tyler J. Hochrine

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EDUCATION

Clemson University | Clemson, SC

May 2022

Bachelor of Science in Computer Science

Dean's List, Spring 2020

EXPERIENCE

Blue Ridge Innovation Entrepreneurship Foundation (BRIEF) | Remote

January 2022 – May 2022

Software Engineering Intern

- Collaborated with a team of 5 to research, design, and build a mobile application that encouraged underprivileged grade school students in upstate South Carolina to learn computer science concepts
- Coordinated the UI/UX team by conducting almost daily meetings which ensured we were on track with the frontend vision and development

Mojave Shirley | Remote

December 2021 – April 2022

Web Development Intern

- Constructed and delivered an average of 2 custom websites each week through daily meetings with clients that updated progress and managed expectations
- Improved efficiency by upwards of 100% by taking on projects independently which enabled the acquisition of more clients

PROJECTS

StrikeZone Analytics | Personal Project

May 2022 – Present

- Create a mobile application to bring advanced baseball analytics to the mobile space with faster loading times compared to web versions
- Implement the application using React Native, a JavaScript framework used for cross-platform mobile applications that cuts development time and codebase size by 50%

Lego VR | Virtual Reality Systems, Clemson University

March 2021 – May 2021

- Contributed to a team of 4 software engineers to build a realistic virtual reality Lego sandbox that was manufactured with Unity and written in C#
- Assembled a floating menu within the game that allowed the user to add new blocks of any size, change the color of any existing blocks, and delete blocks
- Enhanced user experience through the implementation of an undo/redo feature that worked on any operation which was achieved using the command design pattern

Remind Me! | Mobile Device Software Development, Clemson University

March 2021 – May 2021

- Pioneered the production of a native android application that assisted individuals with prescriptions to remember when to take and refill medications through the use of Android Studio and Java
- Engineered the backend of the application by creating the API calls and initiating the notifications that would be sent out to the users which was essential for the project's success

SKILLS

- Python – Proficient
- C, Java – Intermediate
- JavaScript (React) – Intermediate
- Android Studio – Intermediate
- HTML, CSS – Proficient
- SQL (MySQL) – Intermediate
- Cloud (AWS) – Intermediate
- REST API – Novice