Tyler J. Hochrine

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Work Experience

Software Engineer February 2023 – Present
FAST Enterprises *Boston, MA*

- Collaborated with government agencies to **implement FAST software, enhancing operational efficiency**
- **Proficient in C# and SQL** across various database systems to optimize data retrieval for data management
- Developed client-specific functionality using **C#, VB.Net, and SQL**
- Facilitated implementation of new features, guiding **successful testing phases and deployment** for continuous software enhancement while following IRS guidelines
- **Led multiple version upgrade efforts**, enhancing the agency's user experience and increasing their efficiency
- Confidently **communicated information at all technical complexities**, fostering clarity and alignment with project goals
- Collaborated within a **dynamic team**, adeptly addressing **evolving project requirements** and swiftly responding to changing customer needs

Software Engineer Intern January 2022 – May 2022
Blue Ridge Innovation Entrepreneurship Foundation (BRIEF) *Clemson, SC*

- 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 through gamification
- Coordinated the UI/UX team by conducting nearly daily meetings which ensured we were on track with the front-end vision and development

Education

University of Clemson Clemson, SC
Bachelor of Science, Computer Science *Aug. 2018 – May 2022*

Projects

Wave Watcher | *Python*

- Designed and **developed an embedded system in Python** to track the current height of the tide in Boston at **near-real time**, using a Raspberry Pi 4 and LED matrices
- Employed public NOAA **RESTful APIs to retrieve tide and temperature data**, using the data to create an animation on the matrix panels
- Utilized Python's multiprocessing library to retrieve data while the animation continues

Lego VR | *C#, Unity*

- 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! | *Java, XML, Android Studio*

- 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 back-end 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

Technical Skills

Languages: Python, C#, C, C++, Java, SQL, HTML, CSS
Frameworks: .NET, React, React Native
Developer Tools/Programs: Git, GitHub, VS Code, Visual Studio, SQL Server Management Studio
Skills: Full-Stack Development, Data Structures, Algorithms, Relational Database Design, Object-Oriented Programming, Communication, Collaboration, Technical Writing