Tyler McCreary

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➢ Education

- Truman State University, Kirksville, MO **May 2015**
- Bachelor of Science in Computer Science **Overall GPA: 3.82/4.00 Major GPA: 3.94/4.00**
- Minor in Business Administration
- University Provost's Academic Honors List **Fall 2012 & Spring 2013, Spring 2015**
- President's Academic Honors List **Spring 2014, Fall 2014**
- Graduated with Honors in Computer Science
- Udacity Virtual Reality Developer Nanodegree **December 2017-June 2018**

➢ Skills

- Proficient in Unity, C#, Java, HTML, CSS, JavaScript, REST
- Familiar with SteamVR, Google Cardboard, Angular, React.js, Redux, C++, iOS, Swift, Bootstrap, JSON, SQL
- Experience with git, SVN, Github, and Bitbucket
- Efficient in adapting to new languages quickly

➢ Experience

AT&T – Associate-Application Developer **June 2015 – April 2017**
Specialist-Application Developer **April 2017 – December 2017**
Sr. Specialist-Software Engineer **January 2018 - Present**

- Developed, enhanced, and maintained frontend for Intelligent Test Data Management (internal website) using AngularJS. Wrote backend code using MySQL, Java Spring, and Hibernate, to create endpoints of communication with the frontend and MariaDB database.
- Mentored new-hires in navigating the business, knowing what to expect when they onboard with their team, and finding the resources needed to succeed.
- Developed and maintained an internal web application to track the Software Resiliency Engineering (SRE) team's interactions and findings from other teams.
    - Nominated for the Making a Difference Program by the SRE team.
- Participated in three company-wide Hackathons.
    - Hackathon Finalist (top 7 of 33 teams). Created a multiplatform mobile application, using Ionic 2, to track dumpsters that need to be serviced or emptied. Utilized Google Maps APIs to optimize routes with multiple waypoints. Connected to an AT&T IOT Starter kit with a proximity sensor to query when dumpsters are full.
- Joined AT&T's Think-Tank Initiative.
    - Collaborated with others to invent more cost-effective methods to recognize and praise effective team members. Assisted in formulating concepts to improve employee satisfaction by enabling an individual to shadow a particular position prior to their commitment to a new team.
- Participated in AT&T's Conversation Corners.
    - Led a local conversation corner on Hybrid Mobile technologies.
    - Presented to the unofficial company AR/VR group on the Udacity VR Developer Nanodegree.
- Languages and Technologies: Java, Angular, HTML, CSS/SCSS, Bootstrap, JavaScript, JQuery, Spring, MySQL, Hibernate, JSON, XML, Motive Model and Overlay Builder, git, SVN, and assorted frontend web frameworks.

Cerner Corporation- Software Engineer Intern **May 2014 – August 2014**

- Completed multiple tasks utilizing Agile methodologies going through requirements, developing, and testing.
- Languages and Technologies: Java, HTML, CSS, JavaScript, JQuery, Eclipse, Clover, Maven, git, JIRA, Jenkins, and Crucible.
- Attended and participated in daily Scrum meetings.
- Collaborated with team members daily to better fulfill job criteria.

Outside Projects

Udacity VR Nanodegree **December 2017-June 2018**

- Designed, developed, user tested, and iterated on multiple projects using Unity and GVR SDK (Google Cardboard)
- Rube Goldberg Game for HTC Vive.
- Performance Bounceback – Utilized the Unity Profiler to improve the performance of a premade project.
- Capstone – Created a single player game against basic AI using Physics, Animation, Lighting, NavMeshes, UI, and SteamVR.

Udacity Teamworks **February 2018 – March 2018**

- Created a game for traveling between eras and collecting artifacts that are out of place.
- Collaborated with other Nanodegree students using Unity, SteamVR, and git.
- Implemented teleportation, grabbing and releasing objects, and a portal system for traveling from one time period to another.

Personal Website

- https://tylermccreary.github.io

Vert for iOS (Multiplatform Application) **April 2016 – July 2016**

- https://itunes.apple.com/us/app/vert-social-networking/id1125768379?mt=8
- Enables users to find others around them based on location, then view their profiles and other social network profiles (Facebook, Twitter, and LinkedIn).
- In order to be energy efficient, location is monitored based on Significant Location Updates from the device.
- Uses Firebase and GeoFire for backend services.