

Tyler Reed

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Objective

To secure a position where I can efficiently contribute my skills and abilities for the growth of the organization and build my professional career, as well as learn new skills to expand my abilities.

Strengths

I always prioritize design and documentation first. My other personal strengths include databases and algorithms. I focus on simplicity, consistency, and presentation on all aspects of my work.

Skills

Languages

PHP	5 Years	SQL	5 Years
JavaScript	3 Years	jQuery	2 Years
Blade	3 Years	Sass	3 Years
HTML 4/5	8 Years	CSS 2/3	7 Years

Paradigms & Principles

OOP	8 Years	RDB	5 Years
SOLID	6 Years	MVC	4 Years
RESTful	4 Years	CRUD	4 Years
TDD	4 Years	DRY	4 Years

Tools & Services

Git	6 Years	WAMP	6 Years
Vim	4 Years	Composer	4 Years
Bootstrap	3 Years	Unix	4 Years
SourceTree	3 Years	Sublime	3 Years

Frameworks & Standards

Laravel	4 Years	JSON	4 Years
AJAX	3 Years	Regex	4 Years
XHTML	2 Years	YAML	2 Years
PJAX	2 Years	Comments	7 Years

Education & Certifications

University of Texas at Dallas

Bachelors in Computer Science

Awarded: Summer 2015

Richland Collegiate High School

Associates in Science

Awarded: May 2011

Microsoft Technology Associate

Given for the ability to understand and explain fundamental concepts of Software Development.

Awarded: Summer 2014

Employment & Internships

Epimed International

Contract Programmer | Backend Designer

Replaced an analog paper system with a digital one. The implementation yielded a mobile-ready application using the Laravel 4 framework.

Fall 2014

Bible.org

Full-Stack Web Developer

Built a custom site from scratch using the Laravel 5. Framework. Used a mobile-first design, and operated using TDD.

Spring 2015 - Current

STEAM Camp | UTD

Game Design Professor

Taught K-12 Students how to program and design games using Game Maker Software. Created the curriculum.

Summer 2013 - Summer 2014

GM: Studio / CS Private Tutor

Private Tutor for GM: Studio and other CS topics

Taught Students various CS concepts by using a goal-oriented curriculum that was dynamically adjusted for each student's needs.

Fall 2014 - Spring 2015

Projects & Websites

Laravel | Personal Website

My personal website, home to all of my various projects, packages, and other programming toys. Always uses latest software and principals.

Fall 2014 - Current

C++ | Internet Simulation w/ OSI Layers

Simulates a network by having files as network channels. Realistically matches an actual network where nodes use different OSI Layers.

Spring 2014

Java | Constraint Satisfaction

Solves a generalized Constraint Satisfaction Problem. The problem is solved using various heuristics and consistency procedures.

Spring 2014

C# | Contact Manager

Kept track of various contacts by storing data in a SQL Database. Stored procedures were used to manage addresses, phone numbers, etc.

Spring 2013

GML | Physics Sandbox

A sandbox-style gadget implementing Box2D physics. Included concave mesh collision handling and kinematic forces.

2012 - 2013

JS | Game Engine

A 2D Canvas driven HTML5 platform providing object-based instances with an event-driven framework.

2016 - Current

Activities & Services

Community Moderator

Learned Agile-Programming, Version Control Systems, and programed games using a wide spectrum of languages and tools.

Fall 2014

Habitat for Humanity

Worked in large groups to construct homes for those in need. Learned the value of teamwork. Project planning was observed.

2010 - 2012

60 Hours of Volunteer Work