

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: August 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: June 2014

Employment & Internships

[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.

January 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.

June 2013 - August 2013, June 2014 - August 2014

[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.

September 2014 - December 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.

August 2014 - January 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.

November 2014 - **Current**

[Java | Constraint Satisfaction](#)

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

February 2014 - March 2014

[GML | Physics Sandbox](#)

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

November 2012 - April 2013

[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.

May 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.

September 2013 - December 2013

[JS | Game Engine](#)

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

March 2016 - **Current**

Activities & Services

[Community Moderator](#)

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

August 2014 - **Current**

[Habitat for Humanity](#)

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

August 2010 - May 2012

60 Hours of Volunteer Work