Tyler O'Neil

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Experience

Exchange Solutions Inc. — Toronto, Ontario

Software Developer — May 2025 – Present
- Build and enhance loyalty program features for clients such as **Esso**, **Rexall**, and **Suncor**.
- Work within an **Agile** team to deliver microservice-based features across multiple business units.
- Collaborate closely with senior developers and product managers to translate business requirements into reliable, testable backend services and front-end components.

Software Developer Intern — May 2024 – August 2024
- Developed and implemented **full-stack** features for the company's enterprise loyalty platform.
- Built scalable microservices using **AWS Lambda** and **serverless** architecture to improve system efficiency.
- Enhanced user interface components with **React.js** and developed backend **API** integrations to improve functionality.
- Delivered key features as part of an **Agile** team, maintaining high code quality and meeting project deadlines.

Software Developer Intern (Innovation Labs) — May 2023 – September 2023
- Built proof-of-concept applications using **Node.js** for **AI-assisted retrieval**, **digital coupon automation**, and **Snowflake Native Applications**.
- Developed and tested multiple technical solutions through iterative prototyping to validate new technologies.
- Worked with senior developers to design and implement prototype solutions that aligned with project requirements.

PresenTEC Solutions — Vaughan, Ontario

Front-End Developer Intern — December 2022 – April 2023
- Maintained and improved company website functionality using **WordPress** and custom development.
- Implemented UI improvements following company brand guidelines to ensure consistent user experience.
- Refined website performance through targeted **HTML** and **CSS** optimizations.

Featured Project For source code and more check out my website

Duordle ⬈ – Typescript, React.js, Node.js, Express.js, MongoDB, Tailwind CSS, Docker, Jest
- Developed a multiplayer online word game where users collaboratively guess words, utilizing **Socket.io** for real-time communication between players.
- Designed and built the game architecture, including game state management, custom word bank creation, and **Dockerized** the application for easy deployment and scalability.
- Implemented comprehensive unit testing using **Jest** to ensure code reliability and robustness throughout development.
- Set up a **CI/CD** pipeline and utilized **Git** for version control, streamlining the development workflow and enabling efficient project management while working independently.

Education

McMaster University — Hamilton, Ontario

Bachelor of Technology, Software Engineering Technology — September 2025 – Present
- Pursuing part-time while working full-time as a developer.

George Brown College — Toronto, Ontario

Advanced Diploma, Computer Programming and Analysis — Graduated April 2025
- 3.84/4.0 GPA – Dean's List Scholar
- **Vice President of the Computer Science Club:** Organized and led club meetings, coordinated events, and supported member engagement.
- **Teaching Assistant:** Assisted in teaching COMP1234 - Introduction to Web Development, COMP1235 - Full Stack Development, and COMP2080 Data Structures and Algorithms.
- **Academic Tutor:** Provided academic support through the T177/T197 Mobihelp program for Computer Programming and Analysis students.

Technical Skills

Languages: Javascript/Typescript, Python, Java, C#, Bash, SQL, HTML, CSS

Technologies/Frameworks: Node.js, Express.js, React.js, Next.js, Tailwind CSS, Bootstrap, Jest, .NET, Spring Boot

Databases: MySQL, PostgreSQL, Oracle SQL, SQLite, Snowflake, MongoDB

Development Tools: AWS, Docker, Linux, Git, GitHub, Jenkins, Postman, Jira, Bitbucket, Confluence