

TYLER ROBINSON

SOFTWARE ENGINEER

ABOUT MYSELF

Software engineer adept in bringing forth an array of experiences in game design, installation, testing, and maintenance of software systems. Able to effectively self-manage during independent projects, as well as collaborate as part of a productive team.

SKILLS

- HTML5
- CSS
- C++
- Python
- Git
- Javascript
- Node.js
- Express.js
- Unreal Engine
- Unity Engine
- Customer Service

HOBBIES

- Gardening - Drawing Art

CONTACT

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WORK EXPERIENCE

SOFTWARE ENGINEER

Resilient Coders | Aug. 2021 to Present

- Creates responsive websites from scratch for local businesses
- Organizes and prioritizes work to complete assignments in a timely, efficient manner.
- Worked well independently and within a team to solve problems

Projects include:

- Created a full-stack community-based application called Gardener For All which helps people learn how to do take care of and maintain their plants. Along with the ability to search up plants on the database to learn more about the plant they're growing.
- Developed a coin flip game that's server-based using Node.js
- Collaborated to develop a POS System Starbucks look-a-like with a working interface for the customer to interact with and submit an order in which a Barista can fulfill the order and click the submit button to announce the customer order is ready to serve.
- Developing a personal blog website for a client which came with desirable results with front-end and back-end features.

SALES ASSOCIATES

The Home Depot | Oct 2017 to Aug 2021

- Served as a friendly face for all customers
- Punctual employee adapting to different departments
- Able to drive Forklift and Reach truck to transport the merchandise to their proper location

EDUCATION

QUINCY COLLEGE | GAME DESIGNER CERTIFICATE | 2020

- Overhead 3D asteroid game using Unreal Engine
- Overhead 2D game using Unity Engine