TYLER LANDTROOP

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Education

University of Florida — **Expected Graduation: May 2025**
B.S., Computer Science (GPA: 3.62/4.0) — *Gainesville, Florida*

Relevant Coursework

- Data Structures
- Prog. Fundamentals 1+2
- Programming Languages
- Discrete Structures
- Software Engineering
- Computer Organization
- Networking
- Operating Systems

Experience

Full Stack Intern — **Jan. 2023 – May 2023**
Active Learning Program (avg hours/week: 15) — *Gainesville, FL*

- Developed a website using the MERN stack for the University of Florida's senior design class for CISE undergraduate students to aid in selections of groups and CISE advisors for the senior project.
- Led system and user testing procedures, as well as collected and analyzed data to improve website performance.
- Leveraged Figma and Balsamiq for website planning and wireframing to ensure a seamless user experience.

IT Intern — **May 2022 – Aug. 2022**
Emtec Incorporated (avg hours/week: 35) — *Jacksonville, FL*

- Contributed to the installation and configuration of Windows OS on a substantial number of school computers, ensuring their efficient performance in collaboration with a large team.
- Played a vital role in comprehensive computer maintenance efforts to optimize functionality and durability.
- Demonstrated expertise in imaging and repairing nonfunctional systems, making significant contributions to network stability.
- Effectively collaborated within a team to successfully deliver a major tech project on schedule, showcasing strong teamwork and project management skills.

Projects

Compiler/Interpreter | *Java, JUnit* — **Aug. 2023 - Dec. 2023**

- Designed and implemented a Java-based compiler/interpreter, honing strong programming skills and software development expertise.
- Created a robust architecture, optimizing code translation and execution, showcasing proficiency in software design and performance optimization.
- Developed a comprehensive JUnit test suite, ensuring functionality and reliability.
- Collaborated effectively with a team, enhancing teamwork and communication abilities.

Nonogram Clone - Swamphacks IX | *Python, PyGame, Replit IDE* — **Jan. 2023**

- Developed a clone of the Nonogram puzzle game using Python and the PyGame library, enhancing problem-solving and game development skills.
- Showcased proficiency in game development and software design principles, emphasizing user experience through an intuitive puzzle-solving interface.
- Successfully delivered an engaging app for Swamphacks IX, meeting project goals and user expectations.

Senior Design Website | *MERN Stack, Tailwind CSS, JS* — **Jan. 2023 - May 2023**

- Designed and developed a dynamic web application using the MERN (MongoDB, Express, React.js, Node.js) stack, enhancing the efficiency of group and advisor selection within the University of Florida's CIS4914 (Senior Design) program.
- Gained expertise in React by implementing functional components, managing props and state, and executing API requests, showcasing a strong command of asynchronous JavaScript programming.
- Played a key role in streamlining group and advisor selection, ultimately enhancing the overall experience of students and faculty involved in the CIS4914 program at the University of Florida.

Technical Skills

Languages: Java, Python, C++, SQL (Postgres), JavaScript, HTML/CSS
Developer Tools: Git, Docker, VS Code, Replit, IntelliJ, PyCharm
Frameworks: JUnit, React, Node.js
Other: Agile Scrum Development