

Tyler Hostler-Mathis

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Education

BS in Computer Science / University of Central Florida, Orlando, FL

- GPA – 3.935
- Graduation – May 2023
- Burnett Honors College Scholar
- Varsity Competitive Programming Team

Relevant Coursework

- (A) Honors Computer Science I + II
- (A) Parallel and Distributed Programming
- (A) OOP + Processes of OO Software Design
- (A) Matrix and Linear Algebra
- (A) Discrete Math I + II
- (B+) Honors Calculus II
- (A) Operating Systems + Systems Software
- (A) Computational Logic and Organization
- (A) Security in Computing

Scholarships

[Provost Award](#) (\$30,000) - [Bailey Family Foundation](#) (\$20,000)

Awards

Cum Laude Society - Dean's List (All semesters)

Experience

SWE Instagram Subscriptions Intern / Meta / May 2022 – August 2022

- Spec'd, proposed, built, and deployed several tools for increasing subscription growth for monetized creators on Instagram
- Designed and deployed configurable logging framework to monitor important metrics for new features, complete with a daily aggregation pipeline to transform data into several different forms to power visualization of our user engagement
- Finished project plan and all stretch goals at midpoint, and moved on to tackle several critical features from our H2 roadmap
- Features required development in native code, server driven UI, Django backend, and data pipeline modelling

SWE Data Experiences Intern / Meta / May 2021 – August 2021

- Spec'd, built, and deployed a brand-new data processing feature to a tool with more than 20,000 monthly active users.
- Completed all main tasks before deadlines, and pushed forwards to build and land several successful stretch goals
- Contributed more than 8,000 lines of code to multiple codebases in multiple languages and architectures

Project Manager and Mobile Dev / Groov / March 2021 – May 2021

- Managed a team of seven developers as we created Groov, a music creation social media platform.
- Developed a full-stack application built on a FERN (Firebase, Express, React, Node.js) stack, with completely custom database systems built to manage hundreds of thousands of user-created music files.

Node.js Dev / IRC chat at Twitch.tv / Jan 2020 – Jan 2021

- Developed and maintained Node.js suite that authenticates, monitors, and communicates with a live IRC chat, providing moderation and statistics on usage for all users.
- Serialized all runtime data in JSON files, creating safety nets in case of failure.
- Modularized functionality into npm packages that can be integrated into any generic IRC bot's codebase easily

Lead Programming Teacher / Code Ninjas, Tampa, FL / Jun 2018 – Jun 2019

- Utilized multiple programming languages to teach children ages 8-14 basic, intermediate, and advanced programming skills.
- Developed skills as a teacher and communicator through hundreds of self-instructed classes.

Software Development Intern / AFFOA Advanced Functional Fabrics of America, Cambridge, MA / Aug 2018 – Sep 2018

- Worked in an Agile Scrum environment to develop pattern detection and interpretation software for AR applications.
- Utilized Swift and SceneKit to render AR data based off of spatial mapping and recognized patterns.

VR Tech Lead / Tampa Prep, Tampa FL / Aug 2015 – May 2019

- Developed multiple VR applications designed to aid in teaching stereochemistry concepts to students taking chemistry courses. Said applications were a major steppingstone into convincing board of trustees to build brand new VR studio on campus

Skills

Languages: C, C++, C#, Java, Kotlin, Python, JavaScript, SQL, HTML, CSS

Implementations: React, Android, Django, Git, Unity3D, Node.js, npm