Tyler M. Hansen

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EDUCATION

Colby College, Waterville, ME   *Bachelor of Arts, May 2022*
Majors: Computer Science (Honors), Physics *Minor*: Mathematics   **Overall GPA: 3.9 / CS: 4.0, PH: 3.9**
Relevant Courses: CS376: Advanced Algorithm Analysis, CS341-441: Systems Biology, CS333: Programming Languages, CS251: Data Analysis & Visualization, CS232: Computer Organization

SOFTWARE EXPERIENCE

AI /Gameplay Programmer, **Rockstar Games,** Andover, MA (*Under NDA*)   January 2025 - Present
Associate AI Programmer, **Rockstar Games,** Andover, MA (*Under NDA*)   June 2022 – December 2024
AI Intern, **Rockstar Games,** Andover, MA (*Under NDA*)   June 2021 – June 2022
- Prototyped novel player input mechanisms and their interfaces with existing AI and Gameplay systems.
- Added debugging and testing tools for immediate use by the global AI/Gameplay development team.
- Accepted offer to return full-time as an Associate AI Programmer.

Software Engineer Intern, **MedRhythms,** Portland, ME   June 2020 – August 2020
- Created a full-stack web application using React.js and a Django REST API backend written in Python to perform complex entrainment suitability analysis and intense metadata validation of certain audio files. Worked on both the front-end/UX employing Tailwind CSS & Material UI and the back-end writing algorithms.
- Collaborated remotely (due to COVID-19) on a team of multiple interns in an agile environment, using DevOps tools such as Git, Docker, Jira, etc. in a PR-focused workflow for rapid iteration and QA.

Software Engineer Intern, **MedRhythms,** Portland, ME   January 2020 (JanPlan)
- Performed analysis of biometric data in Python including the parsing of nested JSON objects into a human-readable CSV format, validating the file conversion programmatically, and the synchronization and visualization of data collected in real-time and in post-processing, which required the creation of an algorithm to detect any missed measurements in real-time. Worked with fundamental DevOps and cloud tools such as Git, Docker, AWS and Jira in an agile environment. Accepted summer 2020 return offer.

Audio Visual Technician, **ITS Events Services,** Waterville, ME   September 2018 – May 2022
- Provided reliable AV technical support to my peers, professors, and administrators at events.

LEADERSHIP EXPERIENCE

Founder & CEO, **PieFolio**   March 2019 – January 2020
- My introduction to founding a startup, PieFolio was a portfolio website creation platform for busy college students that boiled the process down to form-based submission.
- Collected a waitlist of over 100 college students and performed extensive market research talking to 50+ parents of college students after competing in a pitch competition.
- Wrote an application for and received a grant from the Maine Technology Institute for $5,000.

Lead Programmer, **FIRST Robotics Competition Team 58**   September 2016 - June 2018
- Responsible for leading the development of software to control a robot that needs to accomplish several tasks autonomously and then be operated by a human driver.

ACTIVITIES

Publicity Chair & Board Member, **Colby Hackers**   February 2019 - Present
- Responsible for website creation/maintenance, PR, increasing campus awareness, & advertising our hackathons. Worked as a duo on a mobile game that won second place at the 2019 Bowdoin Hackathon.

Active Member, **Colby Engineering Society**   September 2018 - Present
- Meeting to work on STEM-focused projects, discuss professional development in engineering, and plan on-campus events around the topic.

Active Member, **Innovation and Entrepreneurship Student Council**   September 2018 - Present
- A council of students that meets to plan events and lead discussions to foster a startup culture at Colby.

SKILLS

- Technical Skills: C++, C#, Python, Java, Rust, RAGE, Unity, and Unreal Game Engines, Perforce, Git, Docker, Node.js, React, RESTful APIs, Product Management