

# Tyler Olson

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## EDUCATION

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### University of Nevada - Reno

*Bachelor's, Computer Science & Engineering*

**August 2021 - December 2025**

## PROFESSIONAL EXPERIENCE

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### RIA Advisory

*Fullstack Developer Intern*

**Remote**

*June 2024 - August 2024*

- Built a dynamic employee skills catalog system with filterable views, enhancing internal visibility into team capabilities and accelerating onboarding processes
- Developed a scalable REST API using Java Spring Boot, seamlessly integrated with a PostgreSQL database for persistent storage of skill profiles
- Designed and documented the full relational schema, and authored comprehensive Swagger/OpenAPI documentation to streamline integration and developer onboarding

## PROJECTS & OUTSIDE EXPERIENCE

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### Warframe Market Efficiency Calculator - [Link to project](#)

*August 2025 - Present*

- Built a full-stack system analyzing Warframe vendor items and computing platinum per standing using live market data
- Developed a reusable Go library modeling vendors, items, and standing costs, integrating the Warframe Market API to normalize listings and rank purchases by efficiency
- Exposed the engine via a stateless REST API, consumed by a Svelte frontend for interactive analysis
- Containerized with Podman, nginx, and compose, deployed via Github Actions and systemd Podman quadlets

### DevQuest - Capstone Project - [Link to project](#)

*August 2024 - May 2025*

- Led end-to-end development of a year-long, full-stack educational platform teaching computer science fundamentals via gamified quizzes and real-time progress tracking, supporting 1,000+ sessions
- Engineered scalable backend services in Go, integrating a REST API with PostgreSQL to manage user data
- Built a Nuxt 3 frontend with Pinia stores for state management, implementing secure, token-based authentication and seamless frontend-backend communication for protected access to courses, user profiles, and leaderboards
- Containerized services with Docker Compose for rapid deployment to a self-hosted Linux server using Cloudflare Tunnels, enabling secure, zero-trust public access

### TicTacGo - [Link to project](#)

*May 2023 - May 2023*

- Developed a terminal-based multiplayer Tic-Tac-Toe game in Go using the Bubbletea framework, enabling real-time interaction across clients in a lightweight CLI environment
- Designed and deployed a RESTful API to manage game sessions along with a concurrent TCP server to facilitate low-latency, real-time gameplay across networked clients

### Reddit to Instagram Scraper - [Link to project](#)

*February 2019 - April 2019*

- Engineered a Python-based automation pipeline that scrapes trending subreddit content via the Reddit API and processes it for downstream distribution
- Integrated the Instagram API to automate media uploads with dynamic metadata and applied image processing techniques to ensure optimal sizing and formatting
- Achieved strong open-source engagement with 47 GitHub stars and 9 forks, while scaling the associated Instagram account to 10,000+ followers organically

## SKILLS

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**Skills:** Agile, AWS, C/C++, CI/CD, Docker, Git, Github Actions, Go, Google Cloud Platform, HTML/CSS, Java, JavaScript, Jupyter, Linux/Unix, Nginx, Node.js, Nuxt.js, OpenAPI, Pandas, Podman, Postgres, Python, REST APIs, Spring, SQL, TypeScript, Unity, Vue.js