



Tyler Swindell

Frontend Developer

A solution-driven design professional, with over a decade in the visual design industry, focused on front-end web development.



Work History

01.2021 -
08.2022

Full-Stack Web Developer

HiredBy, Philadelphia, PA

- Implemented REST APIs in ExpressJS for video uploading and storage in AWS.
- Developed custom video uploading solutions utilizing ffmpeg as a base framework for video stream data formatting.
- Implemented video upload and storage using AWS S3 and DynamoDB.

01.2021 -
06.2022

Web Design Intern

Lifhouse Project, Tampa, FL

- Identified scope and goals of newly created sites/landing pages.
- Built sitemaps and wire-frames as well as bespoke visual assets.
- Consolidated branding elements and created branding guide.

01.2017 -
03.2020

Print Designer / Prepress Technician

PMI Ink, Union City, CA

- Enhanced and formatted digital media for print advertisement.
- Worked with the Illustrator, InDesign and Photoshop to prepare jobs for color proofs and final print.



Education

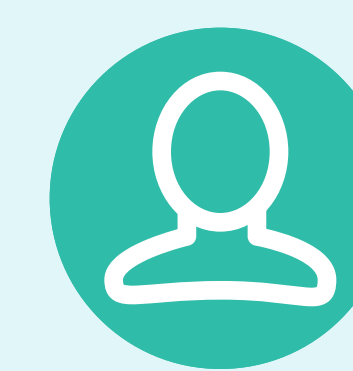
Associate Degree of Computer Science

Sacramento City College - Sacramento, CA

- President's Highest Honors Award: 2022, 2021, 2020
- Member of Phi Theta Kappa Honor Society (PTK)

Certificate in Graphic Design

Santa Rosa Junior College - Santa Rosa, CA



Contact

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TylerSwindell.design

Socials:

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Languages

Typescript | Javascript | PHP
HTML | CSS | SQL | C++



Technologies/ Frameworks

React | Redux | React Native | NodeJS
Expo | MySQL | DynamoDB | XAMPP
AWS S3 | MongoDB | Firebase



Projects

Stroop Stress Task

Developed to measure a person's selective attention capacity/skills and processing speed. Built using ReactJS, Bootstrap, Firestore and Firebase Authentication.

LaunchX

LaunchX is a mobile app Utilizing SpaceX's public API to display and track upcoming and past SpaceX flight information.

Developed using React Native with Expo, as well as React Redux.

Space Ball Shooter

An arcade style space shooter built in HTML Canvas and Javascript developed without the use of preexisting code frameworks or templates.