

# Tyler St. Onge

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<http://tylerstonge.com>

315-887-0948

- Education**
- A.S. in Computer Science, Cayuga Community College  
Auburn, New York --- 2013 - 2015
  - B.A. in Computer Science, SUNY Oswego  
Oswego, New York --- 2015 - 2017
- Experience**
- Teller, Fulton Savings Bank  
Constantia, N.Y. --- 2013 - 2016
    - Interacting with customers and handling transactions.
  - Night Auditor, Aramark (Lakeview Amphitheater)  
Syracuse, N.Y. --- Summer 2016
    - Tracking inventory moving from the warehouse to each stand every day during each event.
    - Resolving technical issues with point-of-sale terminals.
  - Programmer/Analyst Assistant, SUNY Oswego Marketing & Communications  
Oswego, N.Y.-- 2016 - Present
    - Maintaining the SUNY Oswego DigitalOZ WordPress blog.
    - Working within a team to test, debug, develop, and document different technologies and projects as needed.
- Skills**
- Proficient:  
Java, JavaScript, HTML, CSS, Lisp
  - Familiar:  
C, C++, PHP, Python
  - Technologies:  
Android, Node.js, Angular.js, Git, SVN, Linux, SQL, JQuery, LibGDX, Selenium, Gradle
- Projects**
- myOswego Mobile, iOS/Android/HTML/CSS/JavaScript
    - Researched, configured, built and debugged iOS, Android, and Web applications used by students to find information about the campus and their courses.
  - Zeus Technologies, HTML/CSS/JavaScript
    - Created a website using the Twitter Bootstrap API and JQuery.
  - Pomodoro Clock, HTML/CSS/JavaScript
    - Implemented a web-based Pomodoro clock using Twitter Bootstrap and JQuery.

#### Random Quote Machine, HTML/CSS/JavaScript

- Implemented a website which uses JQuery to make requests to an API for famous quotes and displays them to the user.

#### Personal Money Manager, Android (Java)

- Created an Android application with a small group of other developers to track monthly expenditures and display them in a graph using MPAndroidChart, averages are calculated and sent to a NodeJS server hosted on an Amazon Web Service.

#### Danger Pig, Android (Java)

- Created an Android Game and deployed it on the Google Play Store. The app was created using LibGDX, a Java library used to create cross platform games.

#### Meeting Room, Java

- A Minecraft server plugin built using the Bukkit API to change how players can communicate within the game.

