

# Tyler K Stratton

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Redmond, WA, USA

## **SUMMARY:**

I have worked in mobile software development since early iterations of i-mode in Japan, specializing in applications, but also skilled in embedded development. Furthermore I am accomplished with non-mobile work such as development tools and Web apps.

## **TECHNICAL PROFICIENCY:**

\* **Development:** Java, C, C++, Python, JavaScript, HTML, Shell and Batch scripts, Perl, PHP, C#, Visual Basic

- Specialized in Java (Android, J2ME) and C (BREW) development of mobile applications.
- Skilled in low level programming in C, especially embedded
- Competent with most version control systems, prefer Git and Subversion when possible

\* **Operating Systems:** Windows XP & 7, Linux, OS X, Other Unixes.

- Proficient with most operating systems. Prefer to use a command line interface when available, especially for development. Enjoy creating tools and scripts to simplify development for myself and co-workers who may not use the command line.

\* **Concepts:** Object-Oriented Design, Quality Assurance, Operating Systems, Computer Architecture, Programming Languages, Networking.

## **PROFESSIONAL EXPERIENCE:**

\* **Software Engineer** - December 2014 – October 2015

Porch, Seattle, WA, USA

- Developed consumer and professional focused Android applications (1 of 2 engineers)
- Wrote scripts to aid in keeping language strings in sync with other platforms
- Implemented dynamic interactive form capability in Android based on JSON schema

\* **Senior Software Engineer - R&D**, April 2006 – March 2014

Samsung Telecommunications America, San Jose, CA, USA

- Implemented multiple iterations of android client UI layer for phones and tablets as part of a large application (1 of 30 engineers)
- Worked with third party company in internationalizing their Android app in 2 months (1 of 3)
- Played key role in repairing relationship with third party company
- Brainstormed and prototyped 6 projects, as Android, Web, and JavaME apps (1 of 2 or 3)
- Internationalized Caxixi music app for Windows Mobile 6 (C#, 1 of 1)
- Testing and test frameworks for optimized JAVA 3D API implementation (1 of 4)
- Designed and developed JavaME VM APIs for MVNO customer in C and Java (1 of 5)
- Ported BREW favorites application to work on multiple handsets (1 of 4)

\* **Software Engineer - R&D**, September 2002 - March 2005

Connect Technologies Corporation, Tokyo, Japan

- Ported game applets from J2ME to BREW for multiple Verizon handsets. (1 of 1)
- Developed BREW client for downloading ringtones on multiple Verizon handsets. (1 of 1)
- Designed and developed BREW client for sampling ringtones on multiple AU handsets. (1 of 1)
- Designed and developed J2ME client for interactive questionnaires utilizing XML data. (1 of 1)
- Created a low-level API for mobile development similar to BREW (1 of 4)
- Active role in early BREW development community, assisted co-workers in learning and developing with BREW.

\* **Software Engineer / System Administrator**, August 2001 - July 2002

Arriya Solutions, Tokyo, Japan

- Developed a J2ME client application that took advantage of GPS and J2ME enabled cellular phones on the KDDI network. (1 of 1)
- Maintained and enhanced usability of UBQ, a server that provided mobile access to Lotus Domino and Microsoft Exchange from mobile browsers. This included designing, and developing a new user interface, as well as finding and eliminating bugs from previous versions (primarily Japanese localization issues). (1 of 3)
- Served as primary Linux and secondary Windows administrator. Setup and maintained various servers and development tools.

\* **Co-op Software Engineer**, August - December 1997, April - August 1998

SDRC, Milford, Ohio, USA

- Wrote shell and Perl scripts to automate, verify, and report test cases.
- Wrote a converter to update user interface code with a web frontend and Perl backend.
- Updated an existing user interface layer (UIL) from C/FORTRAN to C++ to effectively use object-oriented features and inheritance of C++.
- Ran QA testing, verification on CAE/CAM program I-DEAS on Unix and Windows NT machines.

**LANGUAGE PROFICIENCY:**

\* **Japanese**, Advanced Speaking & Listening, Intermediate Reading and Writing.

- Have been communicating in Japanese since fall of 1998. Participated in university courses, study abroad, as well as employment at a Japanese company. Continue speaking Japanese with friends.

**EDUCATION:**

\* **Ohio University**, Athens, Ohio, September 1996 - March 2001

- Bachelor of Science in Computer Science, March 2001
- Four Year Japanese Language Study Certificate (no major/minor was available)

\* **Chubu University**, Kasugai, Japan, September 1999 - March 2000

- Six-Month Intensive Japanese Language and Culture Study Abroad