

# Tyler Delorey

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## EDUCATION

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**University of Massachusetts Lowell, Lowell, MA**

**May 2025 (Expected)**

*Bachelor of Science in Computer Science, Mathematics minor*

- **GPA: 3.45/4.0**, Dean's List (2021, 2022), With Distinction (2024).
- **Relevant Courses:** Computing I-IV, Assembly Programming, Computer Architecture, Organization of Programming Languages, Analysis of Algorithms, Computer Security, Security and Privacy of Machine/Deep Learning.
- **Extracurriculars:** Cybersecurity Club, Cloud Computing Club, Association for Computing Machinery, Data Club.

## SKILLS

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**Programming Languages:** Python, C++, C, Java, JavaScript, Typescript, HTML, CSS, SQL.

**Tools & Technologies:** Git, GitHub, Docker, Linux, Visual Studio Code, Wireshark, PyTorch, Jupyter, GitHub Actions, Flask, React, Valgrind, AWS.

**Technical Concepts:** Artificial Intelligence (AI), Machine Learning (ML), Cybersecurity, Data Structures & Algorithms, Object-Oriented Programming (OOP), Computer Networks, Agile Methodologies, Test-Driven Development (TDD).

## PROJECTS

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**Cybersecurity Analysis of AI Models (Capstone Project)**

**Sep. 2024 – Present**

*Schneider Electric*

*Andover, MA*

- Develop an AI image recognition model using PyTorch and Flask, reducing product defect detection time by 33%.
- Leverage cloud-based training to scale model development and improve training times using UML servers.
- Implement security measures to protect against data tampering, black box, and white box adversarial attacks.
- Build a real-time web dashboard using Panel and Docker for model input, monitoring, and visualization.
- Work as part of a four-person team, dividing tasks across model development, cybersecurity, and UI/UX design.

**Focus Flow (Todo List Web App)**

**Apr. 2025**

*Personal Project*

- Developed a responsive to-do list application using React, TypeScript, Vite, and Tailwind CSS..
- Implemented core task management features (add, edit, delete, toggle complete, clear all) with persistent local state.
- Incorporated due date tracking for tasks, including date input and visual indicators for task urgency.

**Evil Hangman**

**Sep. 2022 – Dec. 2022**

*Personal Project*

- Developed a low-level game in C, focusing on dynamic memory management and efficient data structures.
- Engineered a dynamic word-selection algorithm that adapts to user input, maximizing game difficulty.
- Tested across 100+ game scenarios using custom test cases to ensure algorithmic correctness and program stability.

## WORK EXPERIENCE

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**Chess Wizards**

**May 2024 – Present**

*Chess Instructor*

*Massachusetts*

- Teach one-on-one sessions and weekly classes of 20+ students, improving strategic thinking and problem-solving.
- Organize and manage chess tournaments and workshops, fostering leadership and community engagement.
- Design and implement engaging lesson plans, leading to a 40% increase in student success at tournaments.

**Boys and Girls Club**

**Jun 2022 – Sep 2022**

*Tech / Scratch Teacher*

*Marlborough, MA*

- Designed a Scratch programming course, introducing 20+ student classes to fundamental programming concepts.
- Mentored students in STEM projects, fostering creativity and critical thinking through hands-on learning.
- Built strong relationships with students, parents, and fellow instructors to cultivate a positive learning atmosphere.

## INTERESTS

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Competitive Programming, Chess, Gym, Guitar, Nintendo.