

# TJ Horner | Software Engineer | New York City

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## TECHNICAL SKILLS

**Strong:** JavaScript (ES6+), Node.js, Golang, Webpack, HTML5/CSS3/SCSS, git, Shell/Bash, \*NIX System Administration, React, Redux, Network Design, Apache, Electron, Project Management, Team Leadership, Google Cloud, GitHub Actions Automation, Protocol Buffers, Kotlin, Swift, Android, iOS, Ruby on Rails, Microsoft Azure, Docker, C#/.NET/.net core  
**Experienced:** AWS, Jest, TDD, C, C++, Agile/Scrum, Java, PHP, jQuery, Structured Text, TypeScript, NGINX, Caddy, Traefik, Unity 3D, Unreal Engine, Source Engine, Scala, Relational and Non-relational Databases, Blender, Rust, Win32 APIs

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## PROFESSIONAL EXPERIENCE

### TWOSENSE.AI | Software Engineer

2020 – Present

- Utilized Windows APIs including **kernel-level driver APIs**, **.NET Core** service using **clean architecture**, and credential provider APIs to create native Windows product
- Maintained browser extension product which allows users to bypass MFA by using AI to determine if a user is authentic based on their behavior
- Created GitHub Actions workflows to automate **continuous integration** for Windows projects, including **test coverage verification** and code quality checks for PRs, and automated builds to improve engineer productivity

### MakerBot | Full Stack Software Engineer

2019 – 2020

- Managed software to connect and manage an average of **50,000 3D printers** concurrently to the internet by utilizing highly scalable RESTful Node.js microservices on GCP with Kubernetes
- Minimized size of printer toolpath file **40-fold** by developing a Protobuf-based file format, increasing user workflow speed by several hours
- Technical lead** for project involving refactoring legacy server-side-rendering PHP 5.0 back-end with TypeScript React-based front-end, improving speed and performance by **10x**
- Introduced build pipeline into development to push static assets into Fastly/S3 content delivery network, reducing load times on critical MakerBot properties by up to **10x**
- Developed internal tools to assist with rapid testing, including a fully-featured 3D printer emulator written in Golang with a React front-end, dramatically reducing development time for new features across all software teams
- Built an internal dashboard to monitor **all MakerBot properties** and services in real-time by utilizing Grafana, Prometheus, and custom Golang-based monitoring tools
- Dramatically improved user experience by implementing RESTful Node.js microservice to allow code-based authentication to several MakerBot 3D printers
- Implemented new software development practices across web development team to streamline feature development and release process

### SRND | Full Stack Software Engineer

2014 – 2019

- Decreased wait times at physical events with an average of **4,000 attendees** by developing an app using Android (Kotlin) and iOS (Swift) to allow attendees to check-in automatically
  - Increased organizer happiness by creating tools to automate several recurring tasks such as emailing teachers, generating an event summary, etc.
  - Connected thousands of attendees to mentors automatically by developing a Rails-based web service
  - Allowed teams at physical events to showcase their projects online with a Rails-based web service
  - Managed Azure virtual machines to host web services critical to business and event management
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## RECENT TALKS

**Intro to Go** - CodeDay Seattle Winter 2019

**Docker: What is it and why do I keep hearing about it?** - CodeLabs Virtual Coding Camp, July 2018

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## SELECTED PROJECTS

**Neodeck** - Rails + Socket.io application to create Cards Against Humanity-style card decks

**schema.tl** - AngularJS single page application to interactively view Telegram's Type-Language schema

**Esyx** - Imageboard viewer written entirely in SwiftUI, using APIs like Core Data and iCloud Sync

**CompileBot** - Telegram Messenger bot for compiling code inline in chats, built using Node.js and the Docker API

**thermostatd** - Golang daemon and HTTP server for controlling my HVAC unit with a Raspberry Pi

**makerbot-rpc** - Golang library to communicate with MakerBot printers with low-level API