

Tanner H. Lyon Software Engineer

(661) 208-1410

Tannerhlyon@gmail.com

TannerLyon.com

linkedin.com/in/tannerhlyon

github.com/THLyon

TECHNOLOGIES

TypeScript, React (Classes, Hooks), JavaScript (ES6+), Node.js, Express.js, Redux, GraphQL, Solid.js, SQL databases (PostgreSQL), NoSQL databases (Firebase, MongoDB), HTML5, CSS3, SASS/LESS, jQuery, Git, webpack, Vite, Containerization, Testing (Jest, React Testing Library, Mocha), Docker, Machine Learning, Python, Kubernetes, Vue, AWS/Cloudtech, OAuth

EXPERIENCE

Codesmith | Software Engineer

Aug - Dec 2022

- Optimized legacy codebase by replacing deprecated SQL utilities with updated PostgreSQL queries, as well as improving middleware unit testing to increase performance and enhance platform reliability
- Refactored React class components with functional components to decrease front end technical debt while creating a more organized architecture, as well as improving developer experience and testing in the long term
- Mentored teams of engineers in the open source community through Software Development Life Cycle (SDLC) to consistently maintain agile workflow, dynamic team communication and successful product launches while meeting established deadlines
- Led technical interviews evaluating potential engineers on their technical abilities, technical communication, best practices and analytical problem solving abilities ensuring that candidates have the best chance at meeting team expectations
- Led Agile / Scrum stand-ups with junior engineers promoting asynchronous workflows with emphasis on accountability ensuring all team members maintain consistent progress and communication

OSLabs | Solid Structure - Open Source Front-End Developer Tool | Software Engineer

May - Aug 2022

- Utilized SolidJS frontend library built on primitives using hooks, signals and bindings to leverage built-in store manager by caching reactive computations from the DOM and display activity logs of the application
- Defined TypeScript interface and custom types to enforce static type error handling, maintain an organized codebase, reduce errors during development and streamline the refactoring process for future open-source contributors
- Accomplished display and deployment, utilizing D3.JS, to render SVG elements in collapsible structural and dependency graphs - enabling fine-tuned control and flexibility dependent on computation and signal updates within a SolidJS application
- Created the product using Chrome API DevTools Panel to access data from a browser-rendered SolidJS application, providing an at-a-glance view of signal changes from an inspected SolidJS application and implemented streamlined network connections using multiple port instances for app-dev tool communication
- Applied Vite CRX to utilize esbuild for pre-bundling dependencies and instant hot module replacement during the development process making the bundling process exponentially faster
- Product developed under tech accelerator OS Labs (opensource.labs.io)

Freelance | Software Engineer

2020 - 2022

- Implemented Javascript, HTML, and CSS to create dynamic web applications for local businesses and film industry freelancers with regular updates to company features, events and specific needs.
 - Established Node.js server to efficiently handle HTTP requests and a multitude of external API calls with modularized middleware for dynamic response control while executing asynchronous tasks against a non-relational database serving client data
 - Created authentication cookies, using Node.js dedicated to preserving user data, settings, and preferences focused on allowing for more customization of user interactions while protecting data and product integrity
-

Personal Projects

Lyon Shops | E-commerce Platform

- Utilized React hooks and context to create a modular application that seamlessly transfers both data and user authentication from a globally accessible location and rerenders on change, while mitigating prop drilling and improving developer experience
 - Implemented Firebase Software Development Kit to streamline user authentication deployment and Google Oauth while utilizing Firebase's native methods, asynchronous API calls, and detailed analytics
 - Deployed GraphQL to quickly fetch extensive consumer product collections and data sets with its strongly typed design while avoiding over/under fetching problems and controlling the shape of the backend data response
 - Designed and deployed non-relational Firebase Database for the immense flexibility of the dynamic schematic architecture creating a structured data storage, horizontal scalability through sharding and ad-hoc queries allowing for future querying
-

TALKS // PUBLICATIONS

- Containers - Single Sprout Tech Talk
- Solid Structure - A SolidJS Developer Tool (Medium, Dev.to)
- Intro to Javascript Series: Variables and Looping
- Intro to Javascript Series: Functions and Objects

EDUCATION - Bachelor of Arts | CSU, Chico State, 2011 - 2015

INTERESTS

Fly-Fishing, camping and overlanding, Film Photography (street and nature), Film Development and Printing, Golf, Wakeboarding, Mountain Biking, Reading science fiction (Hyperion, Dune) and Kurt Vonnegut (Slaughter-House Five, Sirens Of Titan), Narrative writing