Tyler Pac

www.tylerpac.dev
github.com/tylerpac

pac.tylerj@gmail.com
+1-407-334-2993
linkedin.com/in/tylerpac

SUMMARY

Java focused software engineer with **4+ years** of experience building backend systems, RESTful services, and data-driven applications. Strong expertise in **Java**, **Spring Boot**, **SQL**, and **containerized deployments**. Proven ability to design scalable systems, automate pipelines, and ship production-ready software using **Docker**, **Kubernetes**, and **CI/CD**.

EDUCATION

- **BAS in Computing Technology & Software Development** 2025
  Valencia College – Orlando, FL

EXPERIENCE

- **DARTS Lead DevOps Engineer** 2025
  Valencia College & University of Central Florida *Orlando, FL*
  - **Backend Data Pipelines**: Designed and deployed containerized data pipelines using **Apache Airflow**, emphasizing reliability, observability, and reproducibility.
  - **Cloud-Native Infrastructure**: Provisioned **Kubernetes** workloads with persistent storage, configuration management, and environment parity across deployments.
  - **Engineering Collaboration**: Partnered with researchers and engineers to debug deployments, improve pipeline performance, and enforce FAIR data standards.

- **Lead Software Engineer (Backend Systems)** 2021 – 2025
  Independent Multiplayer Game Platform *Orlando, FL*
  - **Server-Side Systems**: Built and maintained backend systems handling state synchronization, persistence, and player progression for multiplayer environments.
  - **Performance Optimization**: Optimized server logic, reduced tick-time overhead, and improved system scalability under concurrent load.
  - **Data-Driven Features**: Designed configurable systems for rewards, progression, and inventory using structured data models and persistent storage.

PROJECTS

- **Momentum – Java Workout Tracking Platform**: Designed and implemented a backend application using **Java**, **Spring Boot**, **Hibernate**, and **MySQL**. Built RESTful endpoints, user authentication, transactional persistence, and analytics-ready data models following MVC principles.

- **Player Metrics & Analytics System**: Built a backend metrics pipeline to track user performance statistics and progression. Integrated structured data storage using **MongoDB** and designed aggregation logic to support balancing, analytics, and reporting.

- **Progression & Rewards Backend System**: Engineered a persistent progression system with tiered rewards, seasonal resets, and state validation. Implemented backend logic for experience tracking, reward eligibility, and long-term data persistence.

- **Configurable Component Management System**: Designed a modular backend system supporting dynamic component attachment, configuration-driven behavior, and validation rules. Emphasized extensibility, data-driven design, and maintainable configuration schemas.

SKILLS

- **Languages**: **Java**, **JavaScript**, **Python**, **C#**, **C++**
  Backend & Web: **Spring Boot**, **Hibernate**, **JSP**, **Servlets**, **REST APIs**, **Tomcat**, **Maven**
  DevOps: **Docker**, **Kubernetes**, **Jenkins**, **CI/CD**, **Linux**
  Databases: **MySQL**, **MongoDB**
  Tools: **Git**, **IntelliJ**, **Visual Studio**, **Figma**, **Perforce**