

# Tyler Frye

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## PROFESSIONAL EXPERIENCE

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### Co-Creator/Software Engineer, *Arbiter (arbiter-framework.com)* [🔗](#)

Aug 2023 – present

- Engineered a scalable real-time video conferencing framework with automated AWS Deployment to allow room-based conferencing features to be added to an existing application within minutes
- Designed and built a Selective Forwarding Unit for video conferencing that facilitates conference calling with 15+ users in a single room
- Developed a CLI to automate the provisioning of AWS Cloud Infrastructure (ECS Clusters, WebSocket Gateway, HTTP API Gateway, IAM roles, etc.), reducing a 50+ step workflow to a single command
- Engineered a highly concurrent serverless signaling architecture utilizing AWS WebSocket API Gateway in conjunction with AWS Lambda functions
- Containerized server components via Docker and designed a mechanism to facilitate auto-scaling
- Implemented a RESTful API to manage backend interactions between the frontend application and AWS infrastructure, including the provisioning of new ECS containers to meet user demand
- Developed a responsive drop-in interface, including an auto-scaling grid that adjusts based on the number of participants in a call, media toggles, and chat UI
- Served as lead designer for the Arbiter Frontend, the Arbiter Landing Page, and all graphics that appear in the Arbiter Case Study ([arbiter-framework.com/case-study](#) [🔗](#))
- Implemented an Agile Development Cycle with weekly milestones and daily scrums
- Implemented a pair-programming framework for a remote team of 3 engineers to foster mentorship and collaboration, resulting in increased team-wide ownership of code and clarity on technical decisions

### Software Engineer, *Self-Employed*

Jan 2020 – Aug 2023

- Dreamcatcher - A tool for collecting HTTP and Webhook requests and inspecting them in a human-friendly way (DO, Nginx, MongoDB, Node.js, Express, React)
- Outer Rim - A classic Sci-Fi message board (Ruby, Sinatra)
- UNO - An online multiplayer version of the classic card game (Node.js, Express, TypeScript, Socket.io, React)

### Corporate Front-of-House Trainer, *Glory Days Grill*

Mar 2017 – May 2020 | Sarasota, FL

- Traveled to various new restaurant locations across Florida and Georgia to train Front-of-House staff and management on proper procedures and workflows
- Trained management on the use of computer systems, including inventory and pricing adjustments
- Taught 100+ employees per location how to communicate effectively with each other, as well as with Back-of-House staff to ensure collaboration and exceptional guest experience
- Effectively communicated the proper procedure for guest interaction to promote a high standard of service

### Operations Manager, *Neo Products Inc.*

Jun 2013 – Jun 2015 | Henderson, TN

- Managed the day-to-day activities of an assembly production factory, including employee management, tasks, and daily production quotas
- Conducted interviews for the hiring of new talent
- Developed a time-clock application with integration into the company payroll system and backend database
- Developed an inventory management application to read and process physical bubble cards with integration into the company payroll, inventory management, and cost book systems

## SKILLS

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### Languages and Frameworks

TypeScript, Express, React, Jest, Ruby, SQL, HTML, CSS, Tailwind

### Cloud

AWS CDK, SDK, EC2, ECS, Lambda, API Gateway, S3, CloudFront, DynamoDB

### Other Technologies

Node.js, PostgreSQL, MongoDB, Redis, Docker, Nginx

## EDUCATION

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### Launch School

2022 – 2023

Multi-year, mastery-based software engineering curriculum. Read more at [launchschool.com/employers](#) [🔗](#)

### Tennessee Technological University

2008 – 2011

Completed coursework in Computer Science including Object Oriented Programming, Data Structures and Algorithms, Discrete Mathematics, and Operating System design in Assembly