Tyler Frye

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PROFILE

I am a driven and passionate software engineer with experience building robust and scalable full-stack solutions. With a wide skill set, including problem-solving, team leadership, and design, I'm well equipped for both attention to detail as well as seeing the bigger picture to drive projects to succeed. Dog lover, home chef, and game designer.

PROFESSIONAL EXPERIENCE

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 supports conferences of 15+ users per room
- Developed a highly concurrent serverless signaling architecture utilizing AWS WebSocket API Gateway in conjunction with AWS Lambda functions
- Built 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
- 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
- Served as lead designer for the Arbiter Frontend, responsive auto-scaling video grid, the Arbiter Landing Page, and all graphics that appear in the Arbiter Case Study (arbiter-framework.com/case-study 🔗)
- Utilized agile methodologies and 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*   Apr 2020 – Aug 2023
- Frog Tank - A full featured personal blogging application (Python, Flask, React, MUI)
- UNO - An online multiplayer version of the classic card game (PhaserJS, Node.js, Express, TypeScript, Socket.io, React)
- Dreamcatcher - A tool for collecting HTTP and Webhook requests and inspecting them in a human-friendly way (DO, Nginx, MongoDB, Node.js, Express, React)

Corporate Front-of-House Trainer, *Glory Days Grill*   Mar 2017 – Apr 2020
- 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, guests, and Back-of-House staff to ensure collaboration, exceptional guest experience, and a high standard of service

Operations Manager, *Neo Products Corp.*   Jun 2013 – Jun 2015
- Designed and built an inventory management application to read and process physical bubble cards with integration into the company payroll, inventory management, and cost book systems
- Developed a time-clock application with integration into the company payroll system and database
- Managed day-to-day production activities, employee management, daily production quotas, and talent hiring

SKILLS

Languages and Frameworks	**Cloud**	**Other Technologies**
TypeScript, Node.js, Express, React, Python, Ruby, Jest, SQL, HTML, CSS	*AWS CDK, SDK, EC2, ECS, Lambda, API Gateway, S3, CloudFront, DynamoDB*	*Tailwind, MUI, Figma, .NET, Node.js, PostgreSQL, MongoDB, Redis, Docker*

EDUCATION

Tennessee Technological University   2008 – 2011
Completed coursework in Computer Science including Object Oriented Programming, Data Structures and Algorithms, and Discrete Mathematics