

Tyler Frye

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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

- 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 – Apr 2020

- Traveled to locations across Florida and Georgia to assist in the opening of new restaurant locations
- 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 backend database
- Managed the day-to-day activities of an assembly production factory, including employee management, tasks, daily production quotas, and interviewing of new talent

SKILLS

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

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, and Discrete Mathematics