Tanner Barlow

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SKILLS

TypeScript, Java, Scala, Ruby, C#, Node, Python, Golang, React, Serverless, Docker, Terraform, CI/CD

WORK EXPERIENCE

Senior Software Engineer – Stripe (LATAM Engineering, Cost Platform), Highland, UT, Nov 2021 - Present

- Shipped support for card installments in Mexico on all Stripe hosted surfaces (checkout, invoice, payment link, etc.)
- Team lead for hackathon project to identify untranslated strings in Stripe's dashboard
- Member of small team that implemented QR codes for payment links in Stripe's dashboard
- Engineering lead for implementation of quarterly interchange and scheme fee credit card network updates
- Automated the monthly modeling of >$12M of company incentives and rebates

Senior Software Engineer – Microsoft (Commercial Software Engineering), Highland, UT, Mar 2021 – Nov 2021

- Tech lead for internal project building CLI tool for bootstrapping work items to reduce duplicated efforts on projects
- Worked on a multi-tenant, multi-regional application deployment pipeline using Terraform, K8s and Helm

Software Engineer 2 – Microsoft (Commercial Software Engineering), Redmond, WA, Mar 2019 – Mar 2021

- Tech lead for team of 6 engineers in building and maintaining a data collection and processing pipeline
- #1 overall contributor to the Serverless Framework Azure Functions plugin, a tool for deploying Azure Functions
- #2 overall contributor to VoTT, a popular open-source tool for image and video annotation (>2.8K stars on GitHub)
- Invented Clover, a testing framework for validating results and output of CLI applications

Software Engineer – Microsoft (Commercial Software Engineering), Redmond, WA, Jan 2018 – Mar 2019

- Contributed multiple features to Cloud Custodian, an open-source CLI tool for cloud subscription governance, including real-time metric filters, scheduled operations, and multi-subscription support
- Designed and implemented features for a cloud-agnostic serverless orchestrator, used for monitoring cloud resources
- Developed POC voice-driven Android application for hands-free control of stationary bicycle

Software Engineer Intern – Microsoft (Windows Localization), Redmond, WA, May 2016 – Aug 2017

- Designed and implemented big data pipeline and k-means clustering analysis of Windows telemetry. Assigned score for the "representation factor" of each device to amplify feedback of highly representative users
- Created CLI tool to automate process of identifying actionable feedback from Windows users

Software Developer Intern – FamilySearch, Salt Lake City, UT, May 2015 – Aug 2015

- Enhanced and maintained CLI & GUI tools for running bulk operations on database of historical places

OTHER EXPERIENCE

- Founder and mentor at MentorMe.dev, a platform for engineers to connect with experienced industry mentors
- Co-Founder and Director of Technology for HackTheU (University of Utah official hackathon)

EDUCATION

Bachelor of Science: Computer Science
University of Utah, College of Engineering, Salt Lake City, UT
Cumulative GPA: 3.75/4.00
Awards: Honors at Entrance Scholarship, Everton Scholarship, Haglund Scholarship, 8-time Dean's list