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