Tyler Herron
Software Engineer | Dallas, TX

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Experience

Software Engineer	**USAA**	Remote
		Jun. 2019 — present

- Built and deployed over two dozen reactive microservices responsible for digital communication capable of 30 million message deliveries per hour—over a 5,000% increase in volume over the legacy system.
- Developed an internal full-stack admin dashboard combining **Java** and **Spring Boot** backend with a **React Redux** frontend to streamline system monitoring and troubleshooting for enterprise support staff.
- Architected and engineered a robust and customizable performance testing API to test, monitor, and validate total system throughput leveraging **Lagom**, **Akka**, **Taurus**, and **shell scripting**.
- Led development on several automated batch jobs utilizing **Spring Boot**, **Kubernetes**, **Control-M**, and **CI/CD** to replace legacy functionality and automate manual hour-long triage processes.

Software Engineer, Intern — San Antonio, TX — *May. 2018 — Aug. 2018*

- Engineered the enterprise's first fleet of reactive applications built with the **Lightbend microservice stack**.
- Co-authored a presentation to evangelize and encourage adoption of our team's software to an audience of architects, project managers, and other senior engineering staff.

Programming Mentor — **Trinity University ITS** — San Antonio, TX — *Jan. 2018 — May. 2019*

- Led a program to develop work-study jobs comprising self-led programming education and innovation.
- Curated **Python**, **Swift**, and **JavaScript** programs and grew the team to more than a dozen students.
- Built a set of web scraping utilities to serve as examples for the **Python** learning track.

Visual Editor — **Trinitonian** — San Antonio, TX — *Apr. 2018 — Jan. 2018*

- Designed and fulfilled requests for custom illustrations and infographics using the **Adobe Creative Suite**.
- Revamped internal layout design process by formulating a suite of modular page components.
- Founded the paper's first visual design team comprising a staff of contracted student illustrators.

Projects

therron.me	The latest iteration of my personal blog-aware portfolio site	**Javascript, React, Hugo, Netlify, GitHub CI/CD, HTML, Sass**	*Apr. 2021*
Cosmiculture	A turn-based 4X-lite game about gardening and finding zen in the cosmos, utilizing in-house sprites, and assets	**Unity, C#**	*Mar. 2019*
Pete	A command-line interpreter for the collaboratively developed FogarC++ language	**Haskell, Yacc**	*Dec. 2018*

Skills

Languages

Java, Scala, Haskell, Python, Javascript, Bash

Frameworks

Lagom, Akka, Spring Boot, Spring WebFlux

Education

Trinity University — San Antonio, TX — *May. 2019*

- **Bachelor of Arts** in **Computer Science** and **Philosophy**; focus in **New Media**. **GPA**: 3.7
- Recipient of merit-based **Murchison Scholarship** and competitive **Tower Scholarship**.