

Tyler Herron

Software Engineer | Dallas, TX

 tbh@therron.me  therron.me  tbherron  tbh717

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 a **Spring Boot** backend with a **React Redux** frontend to streamline system monitoring and incident resolution 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**, **Docker**, 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 distributed applications built with the **Lightbend reactive stack**.
- Co-authored a presentation to evangelize and encourage adoption of our team's software and custom libraries 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**.