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 delivery capable of 30 million messages 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, OpenShift, Control-M, and CI/CD to replace legacy functionality and automate repetitive troubleshooting processes.

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

- Engineered the enterprise's first fleet of reactive applications build with Lightbend's architecture 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

- Developed a program to provide students with federal work-study jobs in exchange for self-led programming education and innovation.
- Curated Python, Swift, and JavaScript programs and grew the program to more than a dozen students.
- Built a set of web scraping utilities to serve as examples for the Python learning track.

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

- Designed custom illustrations and infographics for editorial and reporting sections.
- 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#**	*May. 2019*
Pete	A command-line interpreter for the collaboratively developed FogarC++ language	**Haskell, Yacc**	*May. 2019*

Skills _____

Languages   **Frameworks**

Java, Scala, Haskell, Python, Javascript, Bash   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**.