

Employment

Software Engineer	USAA	Jun. 2019 – present
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- Built and deployed over two dozen reactive microservices responsible for member and employee-facing digital communication delivery.
- Developed an internal full stack admin application leveraging Spring Boot and React Redux to streamline system monitoring, troubleshooting, and upgrade processes.
- Designed a performance testing API to validate a system throughput of 10 million messages per hour—a 5,000% increase in volume over the legacy system.
- Led development on several automated batch jobs leveraging containerization, monitoring tools, and CI/CD to replace legacy functionality and automate repetitive troubleshooting processes.

Student Programming Mentor	Trinity University	Jan. 2018 – May. 2019
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- Served as the first staff member for a program led by the Trinity University ITS department, providing students with federal work study jobs for self-led programming education and innovation.
- Curated curriculum for Python, Swift, and JavaScript programs, held tutoring sessions, 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.

Software Engineer, Intern	USAA	May. 2018 – Aug. 2018
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- Integrated with a small scrum team and drove backend development in mob programming sessions.
- Collaborated with Lightbend engineers to develop the company's first fleet of Lagom applications.
- Co-authored a presentation to evangelize and encourage adoption of our team's software stack to an audience of architects, project managers, and other senior engineering staff.

Graphics Editor	Trinitonian	Apr. 2016 – Jan. 2018
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- Partnered with editorial and reporting staff to design custom illustrations and infographics.
- Revamped internal layout design process by formulating a suite of modular page components.
- Founded the paper's first visual design team comprising a team of contracted student illustrators.

Technical Experience

- **therron.me** (2021) – The latest iteration of my personal blog-aware portfolio site, built atop a modern static site generator framework. *HTML, CSS, Typescript, React, Hugo, Netlify CI/CD*
- **Cosmiculture** (2019) – A turn-based 4X-lite strategy game about gardening and finding zen in the cosmos, written in C# and developed with Unity, utilizing in-house sprites and assets. *Unity, C#*
- **Pete** (2019) – A Haskell-based interpreter for the collaboratively developed FogarC++ functional programming language. *Haskell*

Skills

- **Languages:** Java, Scala, Haskell, Python, SQL, Bash, Markup, Javascript
- **Frameworks:** Lagom, Akka, Kafka, Spring, Taurus, React, Redux
- **Technical:** REST APIs, databases, CI/CD, containerization, distributed systems, monitoring

Education

San Antonio, TX	Trinity University	Aug. 2015 – May. 2019
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- B.A. in Computer Science & Philosophy, GPA: 3.7.
- Focus in New Media.
- Recipient of merit-based Murchison Scholarship and competitive Tower Scholarship.