Tyler **Herron**

SOFTWARE ENGINEER · DALLAS, TEXAS

✉ tbh@therron.me | ⌂ https://therron.me | ⌂ tbh717 | in tbherron

Experience

USAA   *San Antonio, Texas*
SOFTWARE ENGINEER   *Jun 2019 - present*

- Built and deployed over two dozen reactive microservices responsible for member and employee-facing digital communication delivery.
- Engineered an internal full stack admin application leveraging Typescript, React, and Spring Boot to streamline system monitoring, troubleshooting, and upgrade processes.
- Designed and developed a custom suite of performance testing tools, responsible for validating a system throughput of over 10 million messages per hour—a 5,000% increase in volume over the legacy system.
- Led development drive on several automated batch jobs, leveraging modern CI/CD and container infrastructure, to replace legacy functionality and automate repetitive troubleshooting processes.

Trinity University   *San Antonio, Texas*
STUDENT PROGRAMMING MENTOR   *Jan 2018 - May 2019*

- Served as the first staff member for a new program, led by the Trinity University ITS department, aimed at providing students with federal work study jobs in exchange 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 several web scraping and data transformation utilities to serve as examples for the Python learning track.

USAA   *San Antonio, Texas*
SOFTWARE ENGINEERING INTERN   *May 2018 - Aug 2019*

- Integrated with a small scrum team and quickly began driving back end development in daily mob programming sessions.
- Collaborated with integrated Lightbend engineers to engineer the company's first suite of applications utilizing Akka and Lagom.
- 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.

Trinitonian   *San Antonio, Texas*
GRAPHICS EDITOR   *Apr 2016 - Jan 2018*

- Partnered with editorial and reporting staff to design custom illustrations and infographics for a diverse variety of stories and columns.
- Finalized the layout of newspaper pages on production nights utilizing the Adobe software suite.
- Revamped internal advertising system and page structure by formulating a suite of modular and reusable page components.
- Founded the paper's first visual design team comprising a small team of contracted student illustrators.

Projects

2021	**therron.me,** my personal blog-aware portfolio site, developed using Typescript, CSS, and HTML, built atop a modern static site generator framework.	*Personal*
2019	**Cosmiculture,** 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.	*Trinity University*
2018	**Pete,** a Haskell-based interpreter for the collaboratively developed FogarC++ functional programming language.	*Trinity University*

Skills

Programming Languages	Java, Scala, Haskell, Python, SQL, Bash, Markup, Javascript
Technical	Kubernetes, Docker, Kafka, Databases
Frameworks	Lagom, Akka, Spring Boot, Taurus, React, Redux

Education

Trinity University   *San Antonio, Texas*
B.A. IN COMPUTER SCIENCE AND PHILOSOPHY, 3.7   *Aug 2015 - May 2019*

- Dean's List student in Spring 2017, Fall 2017, and Fall 2018.
- Awarded the competitive merit Tower Scholarship, offered to 20 prospective students per incoming class.
- Held multiple leadership and audience-facing positions in a small fraternity.