# **Tyler Herron**

# Software Engineer | Dallas, TX

Experience \_

## 

Dallas, TX

Aug. 2021 — present

- Owned and developed component responsible for executing hundreds of business logic rules responsible determining customer contact eligibility utilizing modern Java, Spring Boot, Kafka, and AWS.
- Improved deployment and execution speed over previous system by 300% in addition to drastically simplifying the process for engineering new communication campaigns for millions of auto loan customers.
- Embedded with product-side partners to improve **Splunk** application logging, then used **Python** and **Bash** scripting to perform complex validations over hundreds of thousands of daily data points.

### Software Engineer III

**USAA** 

San Antonio, TX

Jun. 2019 — Aug. 2021

- 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

#### 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.

# Projects \_\_\_

therron.me

The latest iteration of my personal blog-aware portfolio site | Javascript,

Apr. 2021

Mar. 2019

React, Hugo, Netlify, GitHub CI/CD, HTML, Sass

Cosmiculture

A turn-based 4X-lite game about gardening and finding zen in the

cosmos, utilizing in-house sprites, and assets | Unity, C#

Skills

#### Languages

#### **Frameworks**

Java, Scala, Haskell, Python, Javascript, Bash

Spring Boot, Spring WebFlux, Lagom, Akka

Certifications

AWS Certified Solutions Architect, Associate

Apr. 2022

## **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.