

TJ Maynes

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Professional Experience

NBCUniversal Media, LLC

Software Engineer II

December 2016 - Present

New York, NY

- Pair programmed and test-drove a Clojure-based microservice that automated the manual input of metadata across thousands of programs which resulted in saving our business unit millions of dollars. The service was deployed on AWS ECS and used AWS RDS and Elasticsearch services.
- Test-drove a ReactJS-based website to enable Spanish and English-speaking World Cup viewers to watch authenticated World Cup games on Telemundo which resulted in millions of these users being informed with ways to watch the final series of World Cup games. The website was built using server-side rendering via an ExpressJS backend and deployed on AWS ECS.
- Pair programmed and test-drove an Elixir-based Backend-for-Frontend (BFF) service for our iOS team which resulted in more feature development, faster release cycles and a simpler iOS architecture. The service was deployed on AWS ECS and used AWS RDS and API Gateway.
- Other backend services that we implemented and managed used microservices patterns and Continuous Deployment practices, including setting up automated tests and pipelines for deploying our microservices to AWS ECS using custom tools built in-house.

Rejuvenan Global Health, Inc

Software Engineer

May 2015 - December 2016

New York, NY

- Responsible for building the Rejuvenan iOS application, writing automation scripts, and contributing code to our company website and backend services. Setup a continuous integration pipeline using Travis-CI and Fastlane for our iOS projects, jobs included kicking off unit tests and new build artifacts from master.
- Added new features to a growing Ruby-on-Rails backend, which included unit and integration tests. Maintained older backend services written in Java (Spring Framework), including adding a feature to push logs to an AWS S3 bucket and writing unit tests.

Spatial Networks Inc.

Internship/Part-Time

February 2013 - August 2013

Clearwater, FL

- Assisted in the design and development of a geographical data collection application. Operations included debugging/fixing frontend issues and creating an admin dashboard using Coffeescript and D3js.

Skills

Languages	Javascript, Go, Python
Practices	Agile methodology, pair programming, test-driven development, consulting, continuous integration and delivery, continuous learning, monitoring, automated testing including unit/integration, performance and consumer-driven contract testing.
Patterns	Clean architecture, dependency injection, strangler, functional programming, composition over inheritance, SOLID, and railway-oriented programming with Either and Maybe monads.
Technologies	Git, Kubernetes, NodeJS, React, SQL/MongoDB, StatsD, Docker, Make, Shell scripts, Jest/Mocha/Chai, OAuth2, Gatling tests, Cookiecutter templates, Elasticsearch/Kibana, Prometheus/Grafana, AWS Cloudformation/ECS/RDS/S3/API Gateway.

Education

Bachelor of Science, Computer Science

May 2015

University of South Florida Tampa, FL
COMPLETED COURSES Analysis of Algorithms, Data Structures, Object-Oriented Programming, Software Testing, Operating Systems, Advanced Discrete Structures, Web Apps Design

CannyBot

Team Member

February 2015 - May 2015

- Programming the NAO Robot to draw shapes that it “sees” using the Python programming language and OpenCV. Concepts such as edge detection, pixel position interpolation, and forward kinematics were implemented in this project.

Senior Project

Team Leader

August 2014 - May 2015

- Developed and delivered a video streaming application using C++, OpenCV, and OpenGL. Worked with a small team of students, managed communications between customer and team members, and built a Gantt Chart for keeping up with project tasks/milestones.

Production Experience

Sex Ed

Digital Image Technician

July - August 2013

Tampa, FL

- Responsible for the coordination of the internal workings of the digital camera, archive and manage the digital data, create compressed dailies from raw footage and prepare all digital images for post-production.

Wind Walkers

Grip/Art Department

November - December 2013

Tampa, FL

- Responsible for building and maintaining all the equipment that supports cameras. This equipment, which includes tripods, dollies, tracks, jibs, cranes, and static rigs, is constructed of delicate yet heavy duty parts requiring a high level of experience to operate and move.

Chu and Blossom

Grip/Electric

July - August 2012

Tampa, FL

- Responsible for building and maintaining all the equipment that supports cameras. This equipment, which includes tripods, dollies, tracks, jibs, cranes, and static rigs, is constructed of delicate yet heavy duty parts requiring a high level of experience to operate and move.

Edge of the Woods

Production Assistant

March 2012

Tampa, FL

- Set PAs work on the physical set of the production, whether on location or on a sound stage. Duties include echoing (calling out) “rolls” and “cuts”, locking up (making sure nothing interferes with a take), wrangling talent (actors) and background, facilitating communication between departments, distributing paperwork and radios, and related tasks as mandated by the ADs.

Organizations

Association of Texas Photography Instructors

Volunteer

February 2011 - Present

Arlington, TX

- Worked alongside teachers and members of various high-school journalism organizations to help educate and promote photojournalism. Also, helped organize events and provide assistance where needed.

Southern Interscholastic Press Association

Volunteer

March 2008 - March 2012

Columbia, SC

- Worked alongside teachers and members of various high-school journalism organizations to help educate and promote photojournalism. Also, helped organize events and provide assistance where needed.