

TYLER D. FRENCH

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WORK EXPERIENCE

Uber Technologies Inc.

New York, New York

Sr. Software Engineer / Developer Platform & Infrastructure

August 2023 – Present

Software Engineer II

February 2022 – August 2023

Software Engineer I

February 2021 – February 2022

Technical lead for build infrastructure across Uber's monorepos (~1M files, 10K+ commits/week), driving Bazel upgrades, CI modernization, and monorepo strategy. Known as a top build expert, leading efforts to boost performance, reliability, and automated change velocity.

Technical Leadership & Design at Monorepo Scale

- Led a migration of 300+ Go libraries into the monorepo, integrating millions of lines of build files and dependency graphs
- Drove a critical library safety initiative following a major incident, redesigning components and boosting usage by 40x
- Eliminated all orphaned code by automating ownership enforcement through proactive metadata checks and system improvements
- Defined monorepo structure and health through scalable policies on visibility and dependencies

Bazel, Remote Execution, & Developer Velocity

- Led technical evaluation and implementation of Remote Build Execution (RBE), cache tuning, build hermeticity and correctness
- Optimized many build tools and integrations such as Gazelle to reduce developer tooling overhead ([Bazelcon Talk 2024](#))
- Maintainer of key Open Source Bazel tools: [Gazelle](#) and [rules_go](#), used at massive scale across Uber
- Modernized Uber's Go continuous integration (CI) with dynamic steps to ensure the repository stays green ([blog post](#))
- Ideated, designed and developed an intelligent build probing system to alert team of any slow or stuck build states

Change Management, Greenkeeping & AI Velocity

- Ideated and designed Uber's change management initiative for AI-driven changes and large-scale refactors
- Built a company-wide greenkeeping system to auto-upgrade dependencies and reduce security risks

Org Impact & Mentorship

- Founded the "DevPlat Ops Leads": established policies and guides for on-call rotations and hosted cross-team incident review
- Re-engineered developer platform on-call policies to provide faster and more efficient incident management and postmortems
- Mentored 3 full-time engineers and 2 interns, and received platform-wide award
- Led 10+ internal training sessions on service architecture, dependency injection, code quality, and effective code review
- Led 50+ technical interviews and sat on multiple promotion committees

High-Leverage Engineering

- Jumped into critical incidents and infra issues, driving hands-on fixes—even outside scope or on-call
- Led investigations to speed up builds and dev feedback for many CI bottlenecks, and critical Go-based Uber Eats web services

Uber, Advanced Technologies Group (acquired by Aurora)

Scenario Systems and Data Science Intern

May 2020 – August 2020

Responsible for assisting in the development of a fully-automated vehicle simulation pipeline for self-driving cars

- Developed data-mining tool in Python to parse autonomous vehicle log data and find potentially dangerous events
- Used shallow learning and statistical analysis to gather insights and make predictions on critical road situations
- Created an interactive dashboard that visualized analysis results from historical event behaviors
- Trained 6 full-time engineers on vehicle log data-mining to optimize future testing procedures in the Systems team

EDUCATION

Georgia Institute of Technology, College of Engineering

Atlanta, Georgia

Bachelor of Science in Electrical Engineering, with Highest Honors

December 2020

GPA: 4.00

SKILLS AND INTERESTS

Languages: Go, Python, SQL, C/C++

Systems & Tooling: Infrastructure, DevOps, CI/CD, Containers, Service Design, Databases

AI & Data: Machine Learning, AI, Data Analysis, Visualization, Dashboards

Math & Theory: Statistics, Calculus, Linear Algebra

Creative Interests: Graphic Design, Music Production, Oil Painting