Tyler Smith

Portfolio | Github | LinkedIn

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Skills

- Primary: Unity C# (10 yrs), .NET, TypeScript, Python, React, SQL/NoSQL, Unity 3D, Git, Node (Express, Next.js), Docker, AWS
- Strengths: Small Teams & Startups, Systems Architecture, Design Patterns, Game Design

Experience

Lead Software Engineer, AI Warehouse – Remote   May 2024 - Jan 2026

- Drove over **60,000,000** views, through creative strategy & improving production turnaround **from 6 months to 1 month**
- Rebuilt the foundations of the project in **existing codebase** - systems architecture, editor tools, physics environments
- Built all of the agent rigs, agent abilities, and video mechanics
- Low-level extensions to the official Unity ML-Agents library to increase efficiency for our ML team
- Opted to take on role as community manager, bringing **16,000 members** into our online community
- **Keynote speaker** at University of Toronto MIST's AI Squared tournament

Lead Software Engineer, Legal Tech Ventures – Austin, TX   Nov 2022 - Feb 2024

- Created bi-directional Stripe to Salesforce connector, streamlining account management and increasing revenue by **$60k/year**
- Worked directly with CEO to rebuild our flagship product: a multi-module system automating document drafting and data collection
- Collaborated with Google Accelerated Growth Team to reach ROAs, **driving $1.33M** revenue in a year

Software Engineer, Legal Tech Ventures – Austin, TX   Aug 2021 - Nov 2022

- Raised code coverage from **58% to 90%** by implementing and automating unit testing
- Increased Google Lighthouse score by **41%** by optimizing server-side rendering
- Led monthly tech update calls & supported legal team; mentored 2 software engineer interns

Software Engineer, Contract – Austin, TX   Mar 2021 - Aug 2021

- Developed Unity C# components to predict user intention
- Reported to CTO in daily agile standups. Primarily used Unity Engine, **Python, C#, JavaScript, MySQL, and Docker**

Education

Full Stack Engineer Program, University of Texas at Austin   Jan 2021

Additional Experience

Private Tutoring
- Mentored and supported over 20 students from my cohort to strengthen their understanding of programming fundamentals
- Presently tutoring beginner and intermediate students in C# Unity software architecture