

Tyler Hostler-Mathis

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Experience

Instagram – Meta, iOS Staff Software Engineer

New York City, NY, USA

Junior → Senior → Staff

June 2023 – present

- Unlocked \$1B in annual headroom by building & launching [Instagram for iPad](#) as a core/foundational engineer in a team of 6. Implemented core features: Profile; 4-to-3 Explore Grid; Windowed Keyboard Observation; Welcome Experience.
- Led development of multiple Profile features (Expanded Profile Picture, Notes, [Highlights in Grid & Tall Grid](#)) reaching hundreds of millions of daily users, driving engagement and simplifying UI. Recognized as “coding machine” for delivering high-priority launches under tight timelines.
- Defined and shared UIKit Best Practices for Instagram, now part of new-hire iOS training path.
- Recovered ~\$600k in annual compute as Instagram dead code cleanup champion. Piloted efforts to clean up dead code branches via automated deadness detection and cleanup via AST/AI codemods, reducing stale branches by 90% YoY.

Instagram, Meta & AFFOA, SWE Intern

Cumulative year of internship experience across iOS/Android/Web

- Instagram Subscriptions (Android) – AI recommendations pipeline for subscription growth
- Meta Daiquery Notebooks (Web) – New cell/query type for internal Jupyter Notebook mirror
- AFFOA (iOS) – Swift+ SceneKit to render AR models based off of spatial mapping and recognized patterns

Projects

TL – Several Mobile Apps

2021 – 2022

- Developed [Tower](#), a rock-climbing social media with route-management for setters. Published to the App Store and serviced several dozen setters and climbers for a year. [Demo](#)
- Managed team of 7 to develop [Groov](#), a music creation social media platform.

Education

BS University of Central Florida, Computer Science

Orlando, FL, USA

- Varsity Competitive Programming Team, placed third in ICPC Regionals

Sept 2019 – May 2023

Skills

Mobile/iOS: Swift, SwiftUI, ObjC/C/C++, UIKit, IGListKit

Systems & Backend: C/C++, Python, PHP/Hack

Scripting & Web: JavaScript, React, HTML, CSS

Research Papers

C++ Raytracer & Acceleration Structures: [Paper](#), [Demo](#), [GitHub](#)

C++ Thread-Safe, Lock-Free HashMap: [Paper](#), [Demo](#), [GitHub](#)