

Adam Ray Tyler

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Full-Stack Engineer who is passionate about the user experience and learning new technologies. Lead experience in an agile environment specializing in Object-Oriented Analysis and Design as well as maintenance. Extensive experience in the full life cycle of the software design process. Possess strong verbal and written communication skills applicable in a team environment as both team member and lead.

Technical Expertise

Environments: OSX, Windows, UNIX, Linux
Languages: Javascript, Typescript, NodeJS, HTML, CSS, GraphQL, C/C++, Python, JSON, XML
Frameworks: React, ReactNative, Redux, NextJS, Wordpress, ExpressJS, jQuery, Backbone, Jest
Databases: MySQL, MongoDB(NoSQL), DynamoDB, Redis, PostgreSQL
Tools/Applications: Git, NPM, Webpack, GCP, AWS, Docker, Grunt, CircleCI, Vi, Nginx, Figma, Sketch

Professional Experience

Principal Engineer/Team Lead - ibble, Inc.

7/2021 – Present

Startup social media video sharing mobile apps for Android and iOS built using React Native. Working with product, design and shareholders to develop the next cutting edge video application like TikTok + Reddit.

- Working a full stack codebase in React Native, Typescript, NodeJS, NextJS
- Delivering video streaming to users on demand with the ability to record and livestream from a device
- Working with enhancing native Exoplayer and AVPlayer and integrating with MUX services and APIs
- Leading and mentoring a team of engineers for developing feature sets within our application
- Scoping large projects, estimating timings and breaking down of individual tasks to achieve goals
- Running all scrum and agile ceremonies for the development team
- Working on projects and collecting data to enhance number of daily and monthly users
- Troubleshooting data and bugs to work on retaining users
- Debugging across multiple mobile devices and handhelds

Software Architect/Front-End Lead - Rooster Teeth Productions

7/2016 – 7/2021

Rebuilding company's web stack from the ground up to create a Netflix type of streaming video on demand platform with over 100k average unique users and 2.5 million page views a day. Focusing heavily on front end implementation and user experience as well as middleware APIs and websockets providing data to the front end. Worked closely with designers to create a great user experience and pleasing visuals.

- Single Page Application development using latest web technologies and Javascript frameworks
- Working and maintaining custom build video.js player and plugins utilizing HLS streaming
- Researching and working with other engineers to design and implement complete overhaul of a web stack
- Created a TV app using React Native to deliver video streams to living rooms
- Mentoring junior engineers to help build their skillsets plus conducting interviews and hiring/onboarding
- Created a robust chat service handling hundreds of thousands of messages/day and 14k+ concurrent users
- Troubleshooting and fixing issues across multiple browsers and mobile devices
- Writing and documenting interfaces for internal and external APIs
- Created React Native iPad app for yearly convention with around 65k attendees/users
- Running daily scrums and managing tasking of Front End development team
- Running bi-weekly meetings to review new developments in front end technologies
- Writing design documents that are followed by the engineering team
- Architecting and implementing services and features and integrating them with current services
- Writing unit and end to end tests and doing test driven development (TDD)
- Creating continuous deployment of web stack to staging servers using Amazon S3 and Docker Cloud

Web Architect/UX Lead - Ultra Electronics Inc. Advanced Tactical Systems

05/2008 – 7/2016

In charge of investigating new web technologies to incorporate into our companies webstack and implementing prototypes. UX Lead for the company to ensure a cohesive and polished lineup of web enabled products. Code reviewed all code changes being submitted to repository. Worked my way up through numerous positions, starting with software engineer to team lead to user experience lead for the entire company.

- Evaluated different web technologies and integrated them into our existing web stack. Presented findings to upper management after down selecting a tech to move forward with.
- Trained engineers on new technologies both one on one and lecture series
- Held design meetings to evaluate wire frame mockups and approved final mockups.
- Managed team of 11 engineers, QA and product support while still performing software development
- Held daily standup meetings to ensure engineers and test personnel were tasked and on schedule. Coordinated with team members to resolve any potential impediments.
- Fixed bugs in legacy code base as well as design enhancements and development across multiple OS'es
- Developed real time embedded software systems as well as web clients

Projects

Drawlur, <https://www.drawlur.com>

Responsive website that allows a user to draw a picture that is recorded and can be played back. Uses technologies such as HTML5 canvas and MEAN backend. Social sharing and voting are incorporated. Done as a side project over 9 months to better grasp the full web stack.

React-Dice-Complete, <http://www.adam-tyler.com/react-dice-complete/>

Open source package used for visualizing dice rolls. Gives developer access to not only the dice visualizations but also the logic to perform rolls and manipulate results. Uses ReactJS with Webpack build stack. Deployed to npm package repository.

Video.js-Freewheel-Ads, <https://github.com/AdamTyler/videojs-freewheel-ads>

Open source plugin for video.js players to wrap and provide an easy interface to the Freewheel ad provider

Education & Credentials

Bachelor of Science, Electrical and Computer Engineering, May 2008

The University of Texas at Austin

Employability Status: US Citizen / Permanent Resident

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