Tyler Jennings

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SKILLS

Programming Languages: C++, C#, C, TypeScript, JavaScript, Java, PHP, HTML, CSS, Python, SQL
Tools/Technologies: WPF, WinForms, Node.js, React.js, Redux toolkit, Next.js, Express, Prisma, MUI, Firebase, Visual Studio, VS Code, GitHub, Android Studio, Heroku, Docker, Shadcn UI, Google Cloud Storage, Trello, Jira, REST APIs, LEMP, WordPress, PANDAS, Numpy, Matplotlib, Spring Boot, Bootstrap, Vite, Jhipster, Intellij, AWS S3, CloudFront, Cognito, EC2, Terraform, Linux, Ubuntu, PulseAudio, Claude, Gemini, OpenAI, Cursor, Drizzle, Vitest, Yarn, Cloudflare
Soft Skills: Problem solving, Communication, Attention to Detail, Empathy, Punctual

EXPERIENCE

Senior Software Engineer – *Quikity*   June 2025 – Present
- Re-architected the email-delivery pipeline from a 30s cron poller to an event-driven BullMQ/Redis queue, scaling throughput to 200+ msgs (10 K+ briefings day) while slashing average latency 97 % (15s → < 400 ms
- Designed and shipped five distributed workers (TypeScript + Node 22) with exponential-backoff retries, circuit-breaker protection, and dead-letter queues—cutting delivery failure rate from 4 % to <0.3%
- Led monorepo migration to Turborepo + pnpm workspaces; introduced shared UI, DB, and type packages, trimming CI pipeline time 62% and lowering container image size 30%

Senior Software Engineer – *Salesrig*   August 2024 – July 2025
- Architected and implemented a LangChain-based intent classification system processing 1000+ concurrent requests with sub-100 ms latency, improving chatbot response accuracy by 40%
- Reverse-engineered APIs for 4+ meeting platforms via HAR-file analysis and DevTools, then automated meeting joins with Puppeteer headless browsers—capturing and transcribing 100+ hours of audio each month
- Architected production-scale monorepo using TypeScript, Turbo, and pnpm workspaces, deploying services via Terraform-managed AWS Lambda functions and Docker containers, supporting 10,000+ users with automated CI/CD pipelines
- Engineered a vector-based semantic-search system on pgvector with 1,024-dimensional embeddings, delivering sub-second similarity queries across millions of documents with hybrid metadata filters

Software Engineer – *DocuGuardian*   July 2024 – September 2024
- Implemented Java Spring Boot RESTful APIs to perform CRUD operations on MySQL database
- Suggested & Implemented Google Maps API to auto-fill information for over 11,000 users, reducing submission time by 60%
- Assessed, identified, and resolved performance issues resulting in a 57% speed increase
- Utilized research and debugging techniques such as payload assessment to resolve AWS S3, CloudFront, and Cognito issues to reduce downtime
- Identified key accessibility issues with contrasting colors which did not meet WCAG minimum standards of 4.5:1

PROJECTS

Software Engineer – *ApplicantsFirst*   June 2024 – October 2024
- Implemented robust authentication using HTTP cookies via Supabase Authentication
- Managed and maintained a team of three using best code practices through GitHub
- Implemented resume upload, download, and parsing within 2 seconds leveraging PDF.js
- Designed infrastructure for managing and posting jobs leveraging Next.js, Prisma, Vercel, PostgreSQL, and Tailwind CSS for a live production site

Software Engineer – *Gartner*   June 2023 – December 2023
- Reverse engineered RESTful APIs and Google Cloud architecture to find a technical exploit allowing for the bypassing of rate limits to build an application for employees which scans 210K research documents
- Leveraged React internationalization for 19 languages to meet user requirements in 90 different countries
- Implemented Redux toolkit for seamless state retention across datasets for all three toolsets
- Implemented MUI table UI/UX to display, filter, and sort parsed data with an option to export to CSV

Software Engineer – *CombatLog*   June 2013 – June 2018
- Co-authored video game software with over 375,000 downloads for the #1 most selling game of all time
- Worked with the top 20 server hosts that had the highest Daily Active Users to ensure proper implementation
- Designed with Java and multiple APIs to fix a flaw in the game that impacted millions of users
- Actively engaged with users and server hosts by presenting new features and releases

EDUCATION

Bachelor of Science in Computer Science (B.S.)   October 2024
Full Sail University, Winter Park, FL
- GPA: 3.9 / 4.0 -- Awards: Valedictorian, Programming II Course Director Award
- Certifications: Introduction to User Experience Design, SQL Essential Training, Learning REST APIs, Advanced Prompt Engineering Techniques, AI Meets Accessibility, Back-End with .NET