

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, Next.js, Express, Firebase, Visual Studio, VS Code, GitHub, Docker, Google Cloud Storage, REST APIs, LEMP, WordPress, PANDAS, Numpy, Matplotlib, Spring Boot, Bootstrap, Vite, Jhipster, IntelliJ, AWS S3, CloudFront, Cognito, EC2, Terraform, Linux, Claude, Gemini, OpenAI, Cursor, Drizzle, Vitest, Yarn, Cloudflare PDM, Ruff, Pydantic, DynamoDB, Redis, AWS EFS, AWS AppRunner, AWS ECR, FastAPI

Soft Skills: Problem solving, Communication, Attention to Detail, Empathy, Punctual

EXPERIENCE

Software Engineer – *Tangle.io*

September 2025 – Present

- Architected and suggested WebSocket-based terminal streaming for Claude Code CLI with session persistence, race-condition-safe backup/restore, and xterm.js rendering within Vue.js for real-time AI coding sessions that several devs failed at.
- Extended frontend command orchestration for navigation, record operations, and lookup-safe data mutation, improving reliability of AI-driven form-fill and workflow automation
- Designed an intent-aware prompt pipeline with dynamic recipe/example injection, token-budgeted context, and trajectory memory (RL-lite) to improve action accuracy while controlling prompt bloat
- Containerized and reverse-engineered Anthropic's Claude Code CLI in Docker with OAuth injection and automated wizard completion, enabling multi-tenant AI coding assistance across dev and prod VMs via GCP

Software Engineer – *Interlinked*

July 2025 – Present

- Designed an incident reporting data API with DynamoDB persistence and SQS queueing, enabling real-time collection with sub-second manual submission latency
- Administered PostgreSQL databases on AWS RDS, implementing automated schema synchronization, LocalStack provisioning with Global Secondary Indexes, and reproducible local environments—reducing developer onboarding from 30min to 5min
- Implemented comprehensive Python linting infrastructure using Ruff and establishing pre-commit hooks for consistent code standards across 3 services
- Reduced the frontend bundle size by 66% using lazy loaded react routes to prevent all pages from loading simultaneously

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 to 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%
- Resolved critical production webhook infrastructure by implementing intelligent deduplication with Redis TTL optimization (5min to 60s), multi-strategy lookup patterns, and network resilience with exponential backoff—restoring webhook delivery for 100% of calendar integrations

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%
- Identified key accessibility issues with contrasting colors which did not meet WCAG minimum standards of 4.5:1

PROJECTS

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

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