

Contact

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Top Skills

TypeScript
PostgreSQL
Blockchain

Certifications

Mentor Level 1

Tyler Minard

Engineering & Leadership
Greenville, South Carolina, United States

Experience

Digital Bazaar, Inc.
Engineering
March 2024 - Present (11 months)

Stealth Startup
Co-founder and CEO
October 2023 - Present (1 year 4 months)
Greenville, South Carolina, United States

sound.xyz
Staff (Principal) Engineer
April 2022 - March 2024 (2 years)

I joined Sound as the first Staff Engineer to provide hands-on technical leadership as they sought to scale the platform up and out.

What attracted me to Sound was the commitment to music, artists, and fans as a matter of first importance followed then by the technology to realize this vision.

My impact included:

- Stabilized a backend that was struggling with performance issues and very high latency problems
- Greatly improved the SDLC process to enable Sound to ship at breakneck speeds (1-2 weeks per key feature) while keeping performance and user experience top of mind
- Surfaced and address team challenges and promote a healthy and inclusive culture
- Enabled the key services to smoothly scale under bursty traffic conditions with significantly fewer fires and NO down time

Some of the key features I designed and shipped included:

- Social feeds (which included state-full fan-out and was horizontally scalable during high load periods)
- In-app and push notifications and external messaging including real time grouping
- Viral charts
- Intelligent recommendations (follows, posts, etc)

I was also responsible for under the hood performance and improvements including:

- Introduced an async pipeline for offloading resource intensive operations from the main API. This feature alone has saved Sound hundreds if not thousands of engineering hours over the last year
- Introduced load and stress testing automation to identify and eliminate critical bottlenecks
- Monitored and greatly improved PostgreSQL performance

Along the way I greatly simplified our code and mentored other engineers, introducing many best practices (tailored for startup life) that have helped the team scale and avoid fewer and fewer critical regressions.

Venmo

Sr. Staff Software Engineer

August 2021 - April 2022 (9 months)

Tech lead for cryptocurrency at Venmo leading multiple distributed teams of engineers and other tech leads across backend and mobile. One of my first challenges was to design the architecture and lead the initial implementation for cryptocurrency price alerts which went live in release 9.8.

Additional work included decomposition of crypto from the monolith into microservices and architecture for an exciting new large scale set of crypto features to be announced.

PayPal

1 year 7 months

Technical Lead

January 2021 - April 2022 (1 year 4 months)

As Tech Lead for an emerging technology platform, I am responsible for leading multiple global initiatives to build a standard in Braintree's merchant reporting capabilities. This included leading the implementation of the

RDM and associated Report Builder service from the ground up, providing mentorship to other engineers and helping shape the engineering culture within the group.

Senior Software Engineer/MTS 1
October 2020 - August 2021 (11 months)

I joined the Search and Reporting Platform team, working extensively with Apache Spark, Hadoop, and Java. As part of rotation program, I designed and successfully pitched the technical architecture and vision for an interactive insights and analytics platform for merchants, which lead to the foundations of the next generation merchant reporting platform called the RDM.

Braintree
Senior Software Engineer
October 2017 - April 2022 (4 years 7 months)
Greater Chicago Area

I spent a year with the backend database team, working on end-to-end PostgreSQL at scale and focusing on technical depth (SQL, Ruby, DevOps, BDR, k8s). From there, I interviewed and was accepted into Braintree's first Leadership Rotation Program.

Fortis
Director of Technology
August 2012 - September 2017 (5 years 2 months)
Greenville, South Carolina Area

- Built and led a small team of internal and external software engineers, including recruiting, training, and team leadership.
- Set technical vision and execution for reaching our aggressive goals, often with limited intel and considerable latitude.
- Managed and mitigated technical threats to the organization, both internally and externally.
- Executed on dozens of technical initiatives, including Business Intelligence/ Data Warehousing (postgreSQL, RedShift, Tableau, Pentaho), four mobile applications (iOS and React-Native), several external applications (python), multiple web applications (Ruby/Rails), and AWS DevOps (Cloud Formation, Chef, RDS)
- Managed tight deadlines and limited resources, regularly going above and beyond to advance our clients and promote our people

Infinite Red, Inc.
Senior Software Engineer Contract

May 2016 - May 2017 (1 year 1 month)

Rails, PostgreSQL, and general software engineering for a well-known research university in California.

AFL

Lead Software Engineer

August 2011 - September 2013 (2 years 2 months)

Responsible for the design and development of new tools for an in-house security product.

A few skills employed:

- Project management and solutions architecture
- TCP/IP Communications
- .NET Development (C#)
- Custom testing tools (C++, WireShark)
- PLC Development and Communications
- Modernizing existing codebase

Godlan Inc.

Lead Software Engineer

January 2011 - July 2012 (1 year 7 months)

Responsible for product development and management in .NET, MS SQL, and Infor SyteLine. I enjoyed helping the organization grow in technical depth, and learned a ton about lean manufacturing.

BigBlueHat

Web Developer

May 2009 - December 2010 (1 year 8 months)

I was responsible for general web full stack development, specifically in PHP. I worked closely with customers to set scope and priorities.

Hobby: Carnivores Community Edition

Open Source Developer

2005 - 2008 (3 years)

Hobby contributor while in high school to a custom build of the 1999 dinosaur sim game "Carnivores / Carnivores 2 / Ice Age".

My code wasn't great but enjoyed wrestling with unfamiliar technologies to build a better modding experience.

C++, legacy DirectX, OpenGL, Raknet (added local multi-player).

Later I rewrote a hobby renderer in C++ with OpenGL and OpenAL to experiment with various rendering and optimization techniques. The renderer supports Carnivores 1, 2 and Ice Age in a single build.

Source: <https://github.com/tminard/carnivores-ce-renderer>
