

# Tanner H. Lyon Software Engineer

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## TECHNOLOGIES

React (Classes, Hooks), JavaScript (ES6+), Node.js, TypeScript, Redux, SQL databases (PostgreSQL), NoSQL databases (Firebase, MongoDB), HTML5, CSS3, Git, webpack, Vite, Testing (Jest, React Testing Library, Mocha), Python, OAuth, AWS/Cloudtech

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## EXPERIENCE

### **TaxNow** | Software Engineer

Nov 2023 - Current

- Leveraged Node.js and TypeScript to seamlessly call and parse data from the IRS database, affording clients a user-friendly interface for a comprehensive view of their taxes with a focus on current status, expected financials, and audit status.
- Employed Next.js with TypeScript creating a modular and modern design for sign-in, signup, and client on-boarding web pages, prioritizing backend loading and API calls to enhance platform performance and elevate the overall developer experience.
- Conducted end-to-end testing using Playwright to validate OTP authorization for user sign-in and sign-ups, ensuring comprehensive coverage of visual elements, asynchronous loading, and expected results for various web pages.
- Implemented and streamlined the CI/CD pipeline in GitLab, integrating automated build, test, and deployment processes for continuous delivery and quality assurance, significantly enhancing deployment efficiency and software reliability.
- Integrated Amazon Simple Email Service (SES) to streamline seamless testing of fake users, automating field population, OTP passcode confirmation in Amazon SES, and inputting OTP passcodes in the application, enhancing testing efficiency.

### **CS Engineering** | Software Engineer

Aug 2022 - Oct 2023

- Optimized legacy codebase by replacing deprecated SQL utilities with updated PostgreSQL queries, as well as improving middleware unit testing to increase performance and enhance platform reliability.
- Refactored React class components with functional components to decrease front end technical debt while creating a more organized architecture, as well as improving developer experience and testing in the long term.
- Mentored teams of engineers in the open source community through Software Development Life Cycle (SDLC) to consistently maintain agile workflow, dynamic team communication and successful product launches while meeting established deadlines.

### **OSLabs** | **Solid Structure - Open Source Front-End Developer Tool** | Software Engineer

May - Aug 2022

- Utilized SolidJS frontend library built on primitives using hooks, signals and bindings to leverage built-in store manager by caching reactive computations from the DOM and display activity logs of the application.
- Defined TypeScript interface and custom types to enforce static type error handling, maintain an organized codebase, reduce errors during development and streamline the refactoring process for future open-source contributors.
- Accomplished display and deployment utilizing D3.JS, to render SVG elements in collapsible structural and dependency graphs - enabling fine-tuned control and flexibility dependent on computation and signal updates within a SolidJS application.
- Created the product using Chrome API DevTools Panel to access data from a browser-rendered SolidJS application, providing an at-a-glance view of signal changes from an inspected application and implemented streamlined network connections using multiple port instances for app-dev tool communication.

### **Freelance** | Software Engineer

Jan 2020 - Mar 2022

- Implemented Javascript, HTML, and CSS to create dynamic web applications for local businesses and film industry freelancers with regular updates to company features, events and fulfilling client requirements.
  - Established Node.js server to efficiently handle HTTP requests and a multitude of external API calls with modularized middleware for dynamic response control while executing asynchronous tasks against a non-relational database serving client data.
  - Created authentication cookies, using Node.js dedicated to preserving user data, settings, and preferences focused on allowing for more customization of user interactions while protecting data and product integrity.
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## Personal Projects

### **Lyon Shops** | **E-commerce Platform**

- Utilized React hooks and context to create a modular application that seamlessly transfers both data and user authentication from a globally accessible location and rerenders on change, while mitigating prop drilling and improving developer experience.
  - Deployed GraphQL to quickly fetch extensive consumer product collections and data sets with its strongly typed design while avoiding over/under fetching problems and controlling the shape of the backend data response.
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## TALKS // PUBLICATIONS

- Containers - Single Sprout Tech Talk
  - Solid Structure - A SolidJS Developer Tool (Medium, Dev.to)
  - Intro to Javascript Series: Variables and Looping
  - Intro to Javascript Series: Functions and Objects
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## EDUCATION

- **CSU, Chico State** | Bachelor's Degree - Communications
- **Codesmith** | Software Engineering Certification

## INTERESTS

Fly-Fishing, camping and overlanding, Film Photography (street and nature), Film Development and Printing, Golf, Wakeboarding, Mountain Biking, Reading science fiction (Hyperion, Dune) and Kurt Vonnegut (Slaughter-House Five, Sirens Of Titan), Narrative writing