

TYLER AGEE

Orange County, CA
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github.com/tekton

SUMMARY

Developer and Engineering Manager with hands-on experience in cost-effective, multi-tiered programs and code across many disciplines. Proven success developing strong teams using interpersonal communication skills. Skilled in all facets of product development life-cycle from requirements gathering, analysis and conceptual design through architecture and implementation.

PROFESSIONAL EXPERIENCE

CAKE, Newport Beach, CA

2019-Present

Director of Architecture

- Provided oversight to return stability to the platform
- Reduced operation cost by half
- Designed and documented a five year focus for development
- Mentored engineers on more modern designs and frameworks
- Led the charge for creating a new QA team and standards

AutoGravity, Irvine, CA

2019

Senior Director of Engineering

- Managed web, backend, mobile, and DevOps teams
- Led development efforts on new products to use latest emerging web technologies
- Revamped deployment pipelines reducing downtime and increasing deployment frequency
- Instituted new procedures for product management to increase development efficiency
- Brought focus to people's career and personal growth

CAKE, Newport Beach, CA

2017-2019

Director of Engineering and DevOps

- Managed teams in the US and UK
- Modernized development and deployment processes
- Mentored team members to being better versions of themselves
- Brought multiple, disparate teams together improving development velocity
- Directed development of new "cloud first" deployment methods
- Engineered break out from large monolithic architecture to series of micro-services
- Developed new geo location service for sub millisecond matching

OspreyData, San Juan Capistrano, CA

2015-2017

Director of Architecture

- Oversaw deployment of new systems, features, and implementations
- Oversaw development, and migration to, a service oriented architecture
- Working with all teams to create a more robust, scalable back end for customer facing products
- Oversaw management of continuous integration and deployment platforms
- Acted as Scrum Master for Ingestion, Calculation, and Visualization teams
- Created systems to handle billions of distributed queries and calculation against real time data
- Educated and mentored team members on best practices of coding, operations, and management
- Oversaw hiring and management of teams in multiple locations

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VideoAmp, Santa Monica, CA

2014-2015

Senior Engineering Manager

- Took on Project Management roles and the creation of documentation for projects and planning
- Lead architect on the back end micro services to power internal and customer facing products
- Oversaw and implemented live, stateless server creation of all products
- Architected stateless, performance driven services supporting millions of transactions a second
- Created deployment pipeline to take advantage of automation

Channel Factory, Irvine, CA

2012-2014

Director of Engineering

- Led engineering team as an engineer, manager, mentor, and friend
- Provided weekly, monthly, quarterly, and yearly reviews- both personal and code based
- Mentored team to continue creating innovate and fun software
- Created infrastructure to handle billions of requests a minute for video and advertisement seeding
- Utilizing Python, redis and memcache decreased time to live of all site queries
- Worked with "Big Data" technologies to provide real time and historic analytics of all systems
- Optimized real time bidding calculations of more than a billion requests a day
- Championed creating a culture that people enjoyed coming to work in

Blizzard Entertainment, Irvine, CA

2005-2012

Senior Program Manager

2010 - 2012

- Helped establish the support PMO
- Designed and coded data warehousing tools
- Created project tracking solution with custom visualizations

Mac Engineer

2009

Web Engineer

2008

Special Projects

2005 - 2009

Apple, Inc, Hardware Design Consultant Cupertino, CA

2004

OTHER EXPERIENCE

Freelance Information Technologies Consultant

Engineering, Hardware Design, Computer Repair, Information Security

Freelance Bass Trombonist

EDUCATION / TRAINING

Physics and Mathematics, Azusa Pacific University, Azusa, CA

DISC Leadership and Project Management, University California, Irvine Extension Courses

Certified Scrum Master, Scrum Alliance

INTERESTS

Music, Theoretical Physics, Puzzles, Gaming (digital and analog), Teaching, Music Coaching, Painting