

Tyler Brown - JavaScript Expert

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I have 15+ years of experience at companies big and small in front-end, backend-end, and mobile app development. I'm an expert at JavaScript, and my preferred stack is Node, Postgres, and React. I take pride in producing simple, organized code bases with an emphasis on long-term maintainability. Building apps is my life, and I'm excited to build with you!

Experience

Millie - CTO (Lead Engineer at startup)

Jul 2019 - Present

- Coding up the world's best platform (B2B SaaS) for companies to implement their social impact programs: milliegiving.com
- My passion project for the past 5+ years, which I built out from the ground up. I started it on the side, and it's turned into a successful, boot-strapped business.
- Built with Node, Express, Postgres, React, & Redux.
- Implemented both SAML & SCIM protocols.
- Lot's of experience working with the Stripe API and building out financial systems.

NextRoll - Staff Engineer

Oct 2016 - Sep 2021

- Led the Customer Experience team in building new front-end applications in React & Redux. Shipped new signup, onboarding, homepage, and more.
- Led efforts in building and managing a cross-team React component library including key components (like navigation and base API clients) and upgrading the whole system to latest versions.

- Built universal JavaScript application for building custom reports - shows a preview on-demand in the frontend as well as generates PDF version on set schedule on the backend.
- Started here as senior engineer, promoted to staff engineer, then promoted to engineering manager. As a manager, I focused on clearing roadblocks for my team and on empowering them to do their best work. I also spent much time coordinating across departments and teams to translate business needs into engineering requirements and to keep projects on track.

StatMuse - Front-End Architect

Jan 2016 - Aug 2016

- Built main universal web app from the ground up in React, Redux, ES6.
- Built and open-sourced **custom JavaScript router** for handling universal needs.

OpenTable - Senior Engineer

Jan 2015 - Dec 2015

- Built isomorphic web apps using Node.js, Flux (fluxible), and React.
- Setup build pipelines using Gulp, Grunt, and Browserify for Sass and ES6.

Variable - Senior Engineer

Jan 2013 - Dec 2014

- Built iOS apps that interfaced with Bluetooth devices using CoreBluetooth, CoreData, AFNetworking, & Shinobi Charts.
- Built RESTful APIs with Rails that queue heavy workloads via Redis & Sidekiq.
- Built Node.js/Websockets app that streams real-time data from iOS to web clients.
- Wrote scripts in JavaScript for generating PhotoShop documents containing precise layouts of colors to be printed out on an industrial printer for calibrating color sensing devices.

SociallyU - Software Engineer

Jan 2010 - Dec 2012

- Built IVR/Twilio app that queues incoming callers which agents can claim via web UI.
- Extensive experience in Rails web apps: social networking, billing, video, e-commerce, multi-tenancy, etc.

Skills

Primary Stack

JavaScript, TypeScript, Node.js, Express, React, Redux, HTML, CSS, Sass, TailWind CSS, PostgreSQL, Redis, Heroku, CloudFlare, S3, NPM, GIT, Webpack

Protocols

HTTP, REST, OAuth, SAML, SSO, SCIM, GraphQL

APIs

Stripe, Slack, AWS, Auth.0, MailChimp, Mandril, SendGrid, Google Maps, Twilio, & many more

Testing

Jest, Mocha, React Testing Library, Puppeteer, Enzyme

Also Experienced With

Next.js, Ruby on Rails, iOS, Swift, Capacitor.js, PhoneGap, Electron

Personal Projects

Row Keeper

[preview here](#)

An iOS app for tracking rowing workouts. Simply enter your time and distance to see your splits, charted progress over time, weekly and monthly totals on the calendar, and lifetime summary.

I built this back in 2014 and had great success among rowers. I built it using Backbone.js as an embedded webview via PhoneGap, and published it to Apple App Store, Amazon, and Google Play Store.

Dot Snake

dotsnake.app

The classic game of snake with competitive leaderboards.

An iOS app with the UI written in React in an embedded webview via Capacitor and the underlying game logic written in native Swift. The scores are persisted to the server using Express & Postgres.