

# TJ Maynes

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## Professional Experience

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**VMware Tanzu Labs** September 2019 - Present  
Senior Software Engineer (P4) New York, NY

- Consulted in the design, development and delivery of software solutions alongside client engineers using agile software development practices: test-driven development, pair programming and lean product development.
- Developed a framework with client stakeholders for enabling client team members to improve team health, new engineer onboarding and incrementally reducing technical debt.
- Built and managed production applications for the Web (Spring/React), iOS, and Android in a variety of industries including Health Insurance, Finance, Ecommerce and public sector.
- Developed a set of repeatable patterns and practices for enabling tighter, feedback cycles by introducing, and implementing, automated testing strategies to client engineers. These automated testing strategies included unit, integration, e2e, consumer-driven contracts, and performance testing.
- Upskilled client engineers and colleagues on various automation techniques such as automating workstation setup scripts (ex. I reduced a two week manual process into to an automated twenty minute process), setting up iOS CI/CD pipelines using Fastlane, and introducing Docker for local development.

**NBCUniversal Media, LLC** December 2016 - September 2019  
Software Engineer II New York, NY

- Pair programmed and test-drove a Clojure-based microservice that automated the manual input of metadata across thousands of programs which resulted in saving our business unit millions of dollars. The service was deployed on AWS ECS and used AWS RDS and Elasticsearch services.
- Test-drove a ReactJS-based website to enable Spanish and English-speaking World Cup viewers to watch authenticated World Cup games on Telemundo which resulted in millions of these users being informed with ways to watch the final series of World Cup games. The website was built using server-side rendering via an ExpressJS backend and deployed on AWS ECS.
- Pair programmed and test-drove an Elixir-based Backend-for-Frontend (BFF) service for our iOS team which resulted in more feature development, faster release cycles and a simpler iOS architecture. The service was deployed on AWS ECS and used AWS RDS and API Gateway.
- Other backend services that we implemented and managed used microservices patterns and Continuous Deployment practices, including setting up automated tests and pipelines for deploying our microservices to AWS ECS using custom tools built in-house.

**Rejuvenan Global Health, Inc** May 2015 - December 2016  
Software Engineer New York, NY

- Responsible for building the Rejuvenan iOS application, writing automation scripts, and contributing code to our company website and backend services. Setup a continuous integration pipeline using Travis-CI and Fastlane for our iOS projects, jobs included kicking off unit tests and new build artifacts from master.
- Added new features to a growing Ruby-on-Rails backend, which included unit and integration tests. Maintained older backend services written in Java (Spring Framework), including adding a feature to push logs to an AWS S3 bucket and writing unit tests.

**Spatial Networks Inc.** February 2013 - August 2013  
Internship/Part-Time Clearwater, FL

- Assisted in the design and development of a geographical data collection application. Operations included debugging/fixing frontend issues and creating an admin dashboard using Coffeescript and D3js.

## Skills

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<b>Languages</b>	Java, Kotlin, Swift, Typescript/Javascript
<b>Practices</b>	Agile methodology, test-driven development, pair programming, consulting, continuous integration and delivery, continuous learning, monitoring, automated testing including unit/integration, performance and consumer-driven contract testing.
<b>Patterns</b>	Object-oriented programming, functional programming, strangler, composition over inheritance, SOLID, and Either and Maybe monads.
<b>Technologies</b>	Spring, Git, Make, Bash, Kubernetes, Docker, NodeJS, React, SQL, Jest/Mocha/Chai, Gatling performance tests, reusable projects using Cookiecutter templates, Elasticsearch/Kibana, Prometheus/Grafana/StatsD.

## Certificates

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<b><i>Certified Kubernetes Application Developer (CKAD)</i></b>	Issued: June 2020
Linux Foundation	CKAD-2000-004958-0100

## Education

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<b><i>Bachelor of Science, Computer Science</i></b>	May 2015
University of South Florida	Tampa, FL
COMPLETED COURSES	Analysis of Algorithms, Data Structures, Object-Oriented Programming, Software Testing, Operating Systems, Advanced Discrete Structures, Web Apps Design

### *CannyBot*

Team Member	February 2015 - May 2015
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- Programming the NAO Robot to draw shapes that it “sees” using the Python programming language and OpenCV. Concepts such as edge detection, pixel position interpolation, and forward kinematics were implemented in this project.

### *Senior Project*

Team Leader	August 2014 - May 2015
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- Developed and delivered a video streaming application using C++, OpenCV, and OpenGL. Worked with a small team of students, managed communications between customer and team members, and built a Gantt Chart for keeping up with project tasks and milestones.

## Production Experience

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<b><i>Sex Ed</i></b>	July - August 2013
Digital Image Technician	Tampa, FL

- Responsible for the coordination of the internal workings of the digital camera, archive and manage the digital data, create compressed dailies from raw footage and prepare all digital images for post-production.

<b><i>Wind Walkers</i></b>	November - December 2013
Grip/Art Department	Tampa, FL

- Responsible for building and maintaining all the equipment that supports cameras. This equipment, which includes tripods, dollies, tracks, jibs, cranes, and static rigs, is constructed of delicate yet heavy duty parts requiring a high level of experience to operate and move.

<b><i>Chu and Blossom</i></b>	July - August 2012
Grip/Electric	Tampa, FL

- Responsible for building and maintaining all the equipment that supports cameras. This equipment, which includes tripods, dollies, tracks, jibs, cranes, and static rigs, is constructed of delicate yet heavy duty parts requiring a high level of experience to operate and move.

***Edge of the Woods***

Production Assistant

March 2012  
Columbia, SC

- Set PAs work on the physical set of the production, whether on location or on a sound stage. Duties include echoing (calling out) “rolls“ and “cuts”, locking up (making sure nothing interferes with a take), wrangling talent (actors) and background, facilitating communication between departments, distributing paperwork and radios, and related tasks as mandated by the ADs.

**Organizations**

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***Association of Texas Photography Instructors***

Volunteer

February 2011 - Present  
Arlington, TX

- Worked alongside teachers and members of various high-school journalism organizations to help educate and promote photojournalism. Also, helped organize events and provide assistance where needed.

***Southern Interscholastic Press Association***

Volunteer

March 2008 - March 2012  
Columbia, SC

- Worked alongside teachers and members of various high-school journalism organizations to help educate and promote photojournalism. Also, helped organize events and provide assistance where needed.