

Tyler Lemburg

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Education

Master of Science

UNIVERSITY OF NEBRASKA—LINCOLN, LINCOLN, NE (2017-2019)

- Earth and Atmospheric Sciences
- Specialization: Meteorology/Climatology

Bachelor of Science

UNIVERSITY OF NEBRASKA—LINCOLN, LINCOLN, NE (2006-2011)

- Major: Mathematics, Minor: Computer Science
- Graduated with Honors

Manager Experience

Engineering Manager

IDEON, NEW YORK, NY (WORKED REMOTELY) (2024-PRESENT)

- Leading a team of 5 engineers, ranging in seniority from Staff to Junior, in the development of 3 greenfield products in the health insurance and benefits industry
- Interfacing with clients and data vendors to bring about pragmatic and efficient solutions, and ensuring that perfection is not a barrier to delivering great answers to hard problems
- Improving engineering processes regarding deployment frequency, project management, unit testing, and code review to reduce cycle time, improve developer happiness, and deliver results faster
- Reworking and optimizing performance review processes, annual and quarterly goals, and weekly 1:1s, helping team members showcase their strengths and build upon areas to improve
- Mentoring another engineering manager/team lead as they manage offshore developers, and managing several different recruitment streams for new team members

Engineering Manager

TRIPLEBYTE, SAN FRANCISCO, CA (WORKED REMOTELY) (2021-2023)

- Led a team of 8 full-stack engineers and 1 data engineer to build and rapidly iterate on Triplebyte's high growth Screen and Job Search products
- Guided overall architecture and backend decisions and unblocked team members while occasionally building features and fixing bugs as well
- Implemented and ran Scrum processes, measured workloads, and managed ticket workflows
- Led in ambiguity and gauged tradeoffs regarding "break things fast" versus "build to last"; prioritized bugs versus growth features and involved stakeholders when appropriate
- Filled in on product management, design, and engineering leadership roles as necessary

Selected IC Engineer Experience

Senior Software Engineer

ACADEMIA.EDU, SAN FRANCISCO, CA (WORKED REMOTELY) (2023-2024)

- Lead engineer of Academia's home page, utilizing natural language processing, text embedding, and large language models to recommend content from among 50M+ papers to 300M+ users
- Analyzed performance data, and proposed and implemented improvements to site performance
- Implemented A/B tests to increase engagement and generate better content recommendations
- Improved team processes regarding sprint and project planning, error and bug tracking, and product/engineering interface

Senior Software Engineer

COGNITO, SISTERS, OR (WORKED REMOTELY) (2020-2021)

- Lead engineer on new features and products for ID verification/anti-money-laundering API and platform, verifying millions of users per month
- Implemented and improved extensive unit and integration testing practices, including full mutation testing coverage
- Architected new webhook system, integrations between products and front-end design framework

Senior Software Engineer

GEOTIX, TRAVERSE CITY, MI (WORKED REMOTELY) (2018-2020)

- Maintained and improved Geotix (now Evvnt) event ticketing platform, which serves over 100 local media companies and network partners, each with dozens of event organizers
- Lead developer on brand new features such as user notifications, venue customization, and public API (with documentation)
- Implemented and monitored revenue distribution, updated fee structures, and Stripe Connect framework for business selling \$20M in tickets per year
- Worked with outside mobile app team to handle updating internal APIs and other features

Senior Web Applications Engineer

UNIVERSITY OF NEBRASKA—LINCOLN, LINCOLN, NE (2015-2018)

- Project manager and lead developer for several campus-wide public services including UNL Events calendar, UNL Lockup Factory, UNL Resource Scheduler, and UNL Directory
- Provided support for these and other applications to dozens of developers across campus
- Developed and deployed UNL's award-winning web framework, encompassing all university websites into one look and feel

Senior Software Engineer

FIRESRING, LINCOLN, NE (2011-2014)

- Lead developer for PaymentSpring, a user-friendly payment processing gateway: Programmed core features including recurring billing system, PCI compliance, and online receipt management
- Also managed site for St. Baldrick's Foundation, a non-profit raising money for childhood cancer research
- Developed Ruby API for mobile apps, managed PHP/Apache server architecture, and created responsive design for website raising over \$33 million per year
- Improved donation processes and user experience to raise donations by over \$5 million each year

Skills

Very experienced in:

- Ruby/Rails
- Python
- JavaScript/TypeScript/React.js/jQuery
- Vite.js/Webpack
- MySQL/PostgreSQL/MongoDB
- Linux/UNIX/Ubuntu
- Visualization languages (R, Matlab, IDL, D3.js)
- HTML5/CSS3/LESS/SASS
- AWS: EC2/ECS/RDS/EBS/ELB
- ElasticSearch/AWS OpenSearch
- Large Language Models
- iOS/Swift/SwiftUI
- Android/Kotlin/Jetpack Compose

Somewhat experienced in:

- Angular.js/Ember.js
- .NET/C#/VB
- Java
- ROS (Robot Operating System)
- Kubernetes

Talks and Presentations

- RubyConf 2024: “The Mutation Game: Cracking the Enigma of Mutation Testing”

Honors and Awards

- Triplebyte Certified Generalist Engineer (2020)
- ACM-ICPC Computer Programming Contest, Honorable Mention, World Finals (2010)
- ACM-ICPC Computer Programming Contest, 2nd Place, North Central Regionals (2009)
- ACM-ICPC Computer Programming Contest, Honorable Mention, World Finals (2009)
- ACM-ICPC Computer Programming Contest, 1st Place, North Central Regionals (2008)
- National Merit Scholar (2006)
- UNL Math Day, 1st Place Class B Team Math Bowl, 4th Place Individual (2005)
- American Legion Eagle Scout of the Year (2005)
- Eagle Scout (2005)