

TYLER APSLEY

Full Stack Engineer

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Professional Summary

Full Stack Engineer with 9 years building web applications across product and educational platforms. Strong with React, TypeScript, Next.js, Node.js, and PostgreSQL. I love to build things at every level - API design, database modeling, and the frontend details that make something feel polished. I work closely with design and product teams and move comfortably from early prototype to shipped feature.

Experience

Self-Directed — Oct 2025 – Present

- Built and shipped multiple full-stack personal projects including [Daily Nonograms](#), a live daily puzzle game with real users. Actively seeking full-time engineering roles.

Imagine Learning — Software Engineer

Jan 2019 – Sept 2025

- Built and maintained an internal Digital Asset Management platform in React, supporting content workflows used across the company's core educational product suite.
- Built reusable Unity tooling/components in C# used across multiple gameplay systems
- Worked directly with Art, Accessibility, and Instructional Design teams to build pixel-accurate, accessible experiences from storyboard to production.
- Ran live prototype demos with cross-functional stakeholders, collected feedback, and drove rapid iteration cycles.
- Internationalized the product across 5 additional languages, coordinating changes across frontend and backend systems.

Brigham Young University (Learning Suite) — Frontend Web Developer

Mar 2016 – Mar 2019

- Built new exam question types and user-facing features in HTML, CSS/SASS, PHP, and JavaScript.
- Refactored a desktop-style in-app file system (document/media manager) used by thousands of students.

Selected Projects

[Daily Nonograms Puzzle Game](#) — Next.js, React, TypeScript, Prisma, PostgreSQL, GSAP, NextAuth

- A live daily logic puzzle game with active users — similar to Wordle but with grid-based picture puzzles across multiple difficulty tiers. Features real-time clue validation, drag-based grid input, GSAP solve animations, and a daily leaderboard with visual solve time distributions. Logged-in users sync progress to PostgreSQL, tracking their solve times and streak lengths; anonymous users get localStorage that merges cleanly on login.

[Video Manager](#) + [Roku Integration](#) — Next.js, Prisma, PostgreSQL, GCS

- Video operations tool for upload and metadata management with automated thumbnail processing. Backed by PostgreSQL and Google Cloud Storage, with a companion Roku channel built in BrightScript/SceneGraph.

Technical Skills

React, TypeScript, JavaScript (ES6+), Next.js, Node.js, HTML5, CSS3/SASS, REST APIs, PostgreSQL, Prisma, SQL, AWS, Git, WCAG Accessibility, Responsive Design, NextAuth, Google Cloud Storage, GSAP, C#, Unity, BrightScript

Education

Brigham Young University, Provo, UT

Bachelor's degree in Computer Science, April 2019