

# Harry L. Bryant III (Trey)

Full-stack software engineer with 5+ years of experience building scalable backend systems, APIs, and user-facing applications across enterprise and startup environments. Strong background in distributed systems and building intuitive, high-performance products that simplify complex workflows for end users.

Software Engineer  
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## WORK EXPERIENCE

### Consumer Cellular — Software Engineer II

August 2025 - PRESENT | Remote

- Built and owned full-stack features across backend services (.NET) and frontend interfaces (Vue/Razor) supporting complex transaction and order-processing workflows.
- Designed and implemented APIs and data models to support real-time financial computations and multi-device workflows.
- Developed dynamic rendering pipelines for user-facing financial data, improving clarity and usability of transaction details.
- Diagnosed and resolved production issues across frontend and backend systems to improve reliability and performance.

### Microsoft — Software Engineer

September 2021 - March 2025 | Remote

- Built distributed backend services and data pipelines powering enterprise-scale data ingestion and retrieval systems.
- Designed and implemented API integrations across internal platforms, enabling scalable and reliable data workflows.
- Delivered multi-region, tenant-aware provisioning and replication systems for high-scale distributed infrastructure.
- Optimized backend performance and reliability through improvements to data access patterns and service architecture.

### Onward 247, LLC — Mobile Developer (Contract)

February 2021 - February 2023 | Tucson, AZ

- Built and shipped a cross-platform mobile application from concept to production using Swift and Java.
- Implemented real-time location tracking and backend API integrations for logistics workflows.
- Managed deployment lifecycle, including app store releases and updates.
- Delivered an end-to-end product independently, spanning frontend, backend integration, and production release.

### AT&T — DevOps Engineer

April 2021 - September 2021 | Remote

- Supported deployment and operation of microservices-based systems using Docker and Kubernetes.
- Built internal tooling and dashboards to improve developer visibility into system health and performance.
- Automated operational workflows using Bash scripting and CLI-based tooling.

## SKILLS

Mobile App Development  
Full-Stack Product Development  
Frontend Development (React, Vue)  
DevOps & CI/CD (Docker, Kubernetes, Bash, Postman)  
Backend Systems & Distributed Services  
Project Workflow (Git, Agile, Copilot)

## LANGUAGES

C# | Java | Swift | Python | JS  
English | Spanish

## EDUCATION

2015-2019 | University of Arizona  
B.S. in Mathematics w/ Honors

2019-2020 | University of Arizona  
B.S. in Computer Science

## PROJECTS

### Honors Thesis: Computational Game Theory & Machine Learning

August 2018 - May 2019 | UArizona

Developed bots for the game of Sim using Alpha-Beta Pruning, Min-Max, graph theory and machine learning methodologies.

[Thesis Paper](#)

