Ryan Gaus

I'm a software engineer with a specialty in developing scalable and maintainable systems for over 10 years.

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EXPERIENCE

Bread, Philadelphia, PA — *Software Engineer*

April 2023 - PRESENT

Bread is a software agency; I've worked with 10+ teams from SMB to enterprise.

- Built an application to automate the client's road race insurance business, saving over 50% in admin costs to set up new policies.
- Built a highly interactive web-based demo for an Ethereum analysis tool, which led to at least 3-4 new signed customers.
- Contributed to Mocha (getmocha.com), a YC-backed AI app builder product, deep diving into Claude, Gemini, and sandboxes for running AI-generated code securely.

Careers in Code, Syracuse, NY — *Bootcamp Instructor*

2019 - PRESENT

Careers in Code is a non-profit coding bootcamp designed for those in poverty to learn web development. I've been an instructor for all 5 cohorts.

- Prepared lesson plans and taught material, starting at zero and ending with a final project in two weeks.
- Ran office hours and fielded questions to promote student learning.

Density, Philadelphia, PA — *Staff Software Engineer & Tech Lead, Deployment and Onboarding*

July 2016 - April 2023

Density is a company that measures how physical space is used with an IoT sensor. I was employee number 15; the company now has over 150 people and is worth over $1B.

- Author of an internal tool for managing Density sensor deployments which automates planning, calibration, validation, and drift monitoring. Over about 12 months of iteration, this tool saved Density *millions of dollars* in personnel cost and *hundreds of weeks of time*.
- Part of a team of three that built Density's factory software system for FATP production of hardware devices in house.

Lono, Syracuse, NY — *Full Stack Engineer*

January 2013 - May 2016

Lono was an IoT in ground sprinkler controller company.

- Developed a React web dashboard that customers consistently praised.
- Contributed to the backend system for sprinkler system management.

SKILLS

Frontend — React, Typescript, Next.js, Vercel, D3, Storybook, Cypress, Tailwind, Vue, Svelte

Backend — Node.js, Prisma, Postgres, PlanetScale, Python, Django, Flask, FastAPI, Elixir, Phoenix, Ecto, Golang, Rust

Infrastructure — AWS, GCP, Docker, Kubernetes, Kafka, Terraform, Heroku

AI — LLMs, Anthropic, OpenAI, Gemini, Llama

Design — Figma, Sketch, Framer, InVision

Mobile Development — React Native, Expo, Swift, XCode, Android Studio

Embedded — Linux, Buildroot, Bash, C, Custom Drivers, Yocto

AWARDS

Eagle Scout, received in 2015

Winner of Hack Upstate, a bi-annual hackathon in Central New York. I've won four times over the years, but my favorite winning project was CandyCrowd (http://github.com/1egoman/candycrowd)