

# 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 lead to at least 3-4 new signed customers
- Contributed to Mocha (<https://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 for 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 1 billion dollars.

- 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/legoman/candycrowd>)