# Brendan Ryan

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#### RELEVANT EXPERIENCE

General Assembly, Remote Software Engineering Immersive Flex Student, 9/2019-2/2020

Immersive student in the Software Engineering Immersive program that included over 400 hours of professional training over six months. Utilized a hands-on approach to learn software development skills such as Javascript, Rails, Ruby, Node, Git, and Ruby through projects. Developed a portfolio of individually and collaboratively focused projects, including:

- ReactJS application to create, save, and share recipes.
- React on Rails app for curators to create digital collections based on library cataloging standards.

#### WORK EXPERIENCE

Technical Services Librarian
Providence Athenæum
August 2015 to September 2021

#### **Head of Periodicals & Digital Services**

Worcester Public Library January 2014 to August 2015

Digital Initiatives Librarian
Rhode Island College
September 2011 to December 2013

#### **EDUCATION**

#### University of Rhode Island

Masters, Library & Information Sciences 2008 - 2009 **Providence College** / B.A. Sociology 1997 - 2001 Software engineer and professional librarian with the ability to address issues and solve problems creatively. My work is inspired by a background in research, education, and public service to develop tools that deal with problems of knowledge organization. Exceptional skills in grasping and relating complex information to diverse populations effectively.

## TECHNICAL COMPETENCIES

**Front-end:** Javascript, ES6, ReactJS, HTML, CSS, Bootstrap, Babel, Electron, Gatsby, Material-UI

**Back-end:** Express, Rails, Ruby on Rails, Node, APIs, Mongoose, MongoDB, SQL, PHP, Git, APIs, JSON, JSON Web Token, NPM, GraphQL

### SOFTWARE PROJECTS

#### Skeuomorph

Electron desktop app made with React on Rails to catalog digital archives.

#### GraphAth

A GraphQL Server parsing data from an Omeka REST API to increase functionality. Adaptable for all Omeka APIs, when pointed to the proper endpoint.