

Gregory Ryan

Junior Software Developer Profile

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[LinkedIn URL](#) • Boston, MA

GitHub: [www.github.com/GRy82](https://github.com/GRy82)

Technologically advanced and motivated individual with relevant skills and education in managing the full software development lifecycle – from concept through delivery of next-generation applications and customizable solutions. Broad knowledge and success in object-oriented programming concepts, C# programming language, .NET framework, data structures and algorithms proficiency, and object-relational mapping. Skilled in advanced development methodologies, tools and processes contributing to the design and rollout of cutting-edge software applications. Articulate communicator with excellent interpersonal skills; foster and fortify productive relationships with key clients, colleagues, and senior management. Known for excellent troubleshooting skills – able to analyze code and engineer well-researched, cost-effective and responsive solutions. Bringing a strong focus on “voice of the customer” into the software development function to ensure product and customer success.

Education

Full Stack Software Development Certificate

devCodeCamp, February 2021

- 104% average on individual projects, attaining all possible bonus points
- 101% average overall, graduating top of the cohort
- Selected by instructors to lead cohort's group capstone
- Co-leader of extracurricular whiteboard sessions for current graduates

CS50's Introduction to Computer Science Certificate

HarvardX, October 2020

CS fundamentals

- Algorithms and data structures
- Completed Web and Game tracks
- Final project featured in HarvardX CS50 project gallery

Doctor of Physical Therapy

SUNY at Buffalo, May 2016

- Musculoskeletal, Neuromuscular, Cardiopulmonary, Integumentary

Additional Experience

Physical Therapist | Joint Ventures

Physical Therapy, November 2019 - October 2020

Therapy Team Leader | Patriot All Pro PT,

August 2017 - November 2019

Physical Therapist | McAuley Residence,

July 2016 - August 2017

Technical Proficiencies

C#, Python, C, JavaScript, HTML, CSS, Lua, Java, SQL, Microsoft SQL Server, .NET core framework, Entity Framework, ORM, Flask, Löve2d, Unity, Postman API, Trello, UML, ERD, Wireframing, Repository Design, Factory Method Design, Dependency Injection, Observer Pattern, asynchronous programming, Unit Testing, TDD

Key Projects

AutonoFit

Overview: Generates a randomized, yet appropriate exercise routine based on the user's fitness goals, their time constraints, and the equipment they possess. Do a one-time workout, or progress through a program.

Technologies: C#, ASP.NET core MVC, REST API

Features:

- Progressing reps and rest times until new exercise intensity is reached.
- Integrating lifting and cardio workout components at appropriate volumes and frequencies.
- Mimicking clinical judgment of a specialist to prevent overtraining and injury.

Poolball

Overview: Sports/billiards video game adaptation. Win this fast-paced game by defending your pockets and by scoring on your opponent's to unlock features.

Technologies: Lua, Löve 2d game engine, Aseprite

Features:

- AI computer player with behavior varying by difficulty mode.
- 2-dimensional collision physics achieved with implementation of physics and trigonometry.
- Original pixel artwork, animation and music production.