Ryan Granquist

Software Developer

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Results-driven Software Developer with nearly two years of professional experience in full-stack web and batch development. Skilled in collaborating with teams and working independently to design, develop, and maintain applications through all phases of the software development lifecycle, from planning to deployment.

WORK EXPERIENCE

Sentry Insurance

Associate Software Developer

Stevens Point, Wisconsin | Jun 2023 - Dec 2024

- Performed full-stack development for web and batch applications, ensuring high-quality software solutions.
- Rewrote legacy applications from VB .NET Framework to C# .NET Core, modernizing codebases for enhanced performance and maintainability.
- Converted legacy VBHTML web pages to Vue 3, improving front-end scalability and user experience.
- Independently migrated and deployed three critical batch applications from .NET Framework to .NET Core, optimizing system efficiency and reliability while keeping functionality.

University of Wisconsin-Stout

Help Desk Technician

Menomonie, Wisconsin | Jan 2023 - Aug 2023

- Delivered comprehensive technical support and troubleshooting for students and staff, ensuring prompt resolution of hardware and software issues.
- Provided assistance in person at the physical help desk, over the phone, and through on-site visits to offices, maintaining a high standard of customer service.
- Diagnosed and resolved diverse technical issues, contributing to improved IT efficiency and user satisfaction.

EDUCATION

Bachelor's of Science, Computer Science

University of Wisconsin-Stout

Sep 2021 - Dec 2024 | Menomonie, WI | GPA: 3.673

- Mathematics Minor
- Information Security Management Minor
- Computer Networking Systems and Design Minor

SKILLS

- C#
- Python
- Java
- Visual Basic
- JavaScript
- TypeScript
- HTML
- CSS
- Node.js
- Vue.js
- Express.js
- .NET Core
- .NET Framework
- ASP.NET
- SQL (MySQL, Microsoft SQL Server)
- MongoDB
- GIT
- Visual Studio
- VS Code
- Dependency Injection
- Jira
- Jira Service Management
- Teamwork
- Leadership
- Problem Solving
- Conflict Resolution

PROJECTS

granquistr.github.io

Jan 2025 - Feb 2025

- Developed a personal portfolio website using Vue.js, PrimeVue, and PrimeFlex to showcase projects, work experience, and personal achievements.
- Implemented responsive design for optimal viewing across devices using PrimeFlex for flexible layouts.
- Implemented light and dark mode accessibility options, allowing users to toggle between themes for improved readability and user experience.

Pixel Painter

Sep 2024 - Dec 2024

- Led the development of a web-based pixel art editor built with Vue.js and .NET Core, featuring Google OAuth login and a community-driven gallery with social aspects.
- Implemented CI/CD pipelines with GitHub Actions for seamless deployment and updates.
- Pitched the project to the class, led a team of five fellow students, and taught them the necessary tools and technologies to bring the project to life in the second half of our Software Engineering Practicum course.

SpaceBox

Jan 2024 - May 2024

- Led the development of SpaceBox, a web app built with Vue.js and .NET Core, enabling users to create and customize 2D solar systems by dragging and dropping planets into maps of the solar system.
- Integrated features for users to upload, edit, and share their solar systems, with full control over their creations and the ability to explore others' designs.
- Pitched the project to the class, led a team of five fellow students, and taught them the necessary tools and technologies to bring the project to life in the first half of our Software Engineering Practicum course.