ryan geyer

front-end engineer

skills

JavaScript	TypeScript
React	HTML
CSS	GraphQL
Python	Django
PostgreSQL	Git

education

B.S. Game Design and Development
Rochester Institute of Technology
Rochester, NY · 2018
Graduated cum laude

Summary

Web developer with a strong passion for building applications that are delightful to use. Very detail-oriented and possess strong experience with TypeScript, React, and CSS, although I am always keeping up with the latest new developments in the front-end tech landscape.

Experience

Lead Front-end Engineer

Waymark, Detroit, MI · July 2018 - Present

TypeScript, React.js, Apollo, Emotion (CSS-in-JS)

Python, Django, Graphene (GraphQL), PostgreSQL

- Full-Stack Software Engineer from July 2018 - September 2022.
  - Promoted to lead Waymark's newly-formed front-end team, with added responsibilities of mentoring lower-level front-end engineers and guiding the site's front-end architecture
- Led various initiatives to improve infrastructure, developer experience, and site performance
  - Implemented progressive image loading to improve page load times
  - Led a major initiative to migrate Waymark's front-end codebase to TypeScript
- Worked on several high value projects as the sole developer, including:
  - Executed on a full re-design of the Waymark video editor UI, which involved effectively rebuilding the entire editor from scratch
  - Built the Waymark template browser (waymark.com/templates)
  - Wrote a puppeteer web scraper which can extract relevant business images and colors from a website for use in video personalization

Projects

React Hover Video Player

react-hover-video-player.dev · March 2020 - Present

TypeScript, React.js, Cypress, CircleCI

- An open source React component library for rendering videos that play on hover, including support for mouse and touch events and a simple API for adding thumbnails and loading states
- Over 100,000 downloads via npm to date