

# Michael Ryan

## Full-Stack Engineer

I'm a passionate, multi-disciplinary developer with a wealth of startup experience who's worked across multiple industries at the cutting-edge of modern tech.

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## BROAD SKILLS

Full-Stack Engineering

Unity Game Development

AR/VR/XR Development

2D & 3D Interactive Engineering

UI/UX Design & Graphic Art

IoT Embedded Device Development

## TECHNICAL SKILLS

### Languages

Javascript, NodeJS, Typescript, HTML5, CSS, SCSS, jQuery, PHP 5-7.3, MySQL, NoSQL, C#, Swift & SwiftUI, Objective-C, Java, C++

### Libraries, Frameworks, & Technologies

Angular, React, Next.js, Vue.js, Three.js, TailwindCSS, Unity3D, ASP.NET Core + Razor Pages, ABP, AWS, Firebase, Express, MongoDB, Electron

## WORK EXPERIENCE

### Unity Software Engineer

#### Cool Cats NFT

01/2022 - Present

Tampa, FL - Remote

Cool Cats are a collection of programmatically random-generated NFTs on the Ethereum blockchain.

#### Achievements/Tasks

- Joined at the conception of the project to create the main Cooltopia game experience in Unity3D.
- Assisted in strategizing and road-mapping features to operate at a potential scale of over 200K users.
- Coordinated in agile sprints through daily/weekly team meetings to track and plan project progress.
- Worked on the creation of arcade style minigames as teaser intros to the main game.
- Implemented and expanded real-time networking for multiplayer functionality using the latest Photon Fusion SDK with server authoritative tick-based simulation, client-side physics prediction, and lag compensation.
- Created modular systems for managing UI, tutorials, customized player settings, player stats, and a robust procedural terrain system to be used across all game states.

Contact : Milan Harris - Game Director - milan.c.harris@gmail.com

### Founding Engineer

#### Mystery Royale, Inc.

05/2021 - 01/2022

Seattle, WA - Remote

Provides a mystery box website offering a new way to virtually open trading cards and withdraw only the physical cards that you want.

#### Achievements/Tasks

- Lead front-end website development for initial MVP and mobile launch using Angular + Typescript.
- Assisted in feature planning with a focus on highly interactive, experience-based development and long-term iterative future updates.
- Reached hyper-growth stage within the first three months and grew company revenue by 1400% by the end of the year.
- Worked in tandem with other members to collectively grow our active user base from zero to over 10k soon after launch.
- Wore multiple hats assisting with overall product development, UI/UX design, marketing, partner meetings, and managing customer support.

## WORK EXPERIENCE

### Full-Stack / Unity Engineer

Groove Jones, LLC.

11/2020 - 06/2021

Dallas, Texas - Remote

Award-winning studio developing best-in-class AR/VR/Web digital experiences for marketing, sales enablement & training.

#### Achievements/Tasks

- Worked on award-winning AR/VR projects for clients like Toyota, IBM, Ideal Industries, BI Worldwide, and Midea.
- Lead development of a Scorm v1.2 Learning Management System compliant online course in accordance to client needs.
- Added critical functionality to Ideal Industries backend API to interact with the Angular and Scorm v1.2 Front-end.
- Developed real-time video streaming capabilities in Unity using Agora SDK for game-to-website viewing for multiple concurrent viewers during live events.
- Performed thorough QA testing across projects and assisted team members through code reviews and bug fixes.
- Wore multiple hats working through many different projects with strict deadlines and broad tech stacks.

Contact : Ashton Kennedy - Head of Production - ashton@groovejones.com

### Founding Engineer

Baseline Life, LLC

04/2015 - 02/2021

Pittsburgh, PA - Remote

Provided an all encompassing and cost effective monitoring solution for at-risk individuals, giving EMS an immediate ability to save more lives.

#### Achievements/Tasks

- Broke the mold to create the latest in cellular IoT technology in a form factor smaller than a quarter, creating the smallest cellular device operating on the latest LTE frequency bands.
- Worked closely with U.S. Government to assist the Veteran's Association in developing and deploying a solution for their veterans suffering from PTSD, helping to prevent frequent search and rescue.
- Managed, designed, and developed all engineering efforts, bringing an idea from concept to working product with established manufacturing, ready for launch within a year.
- Most work and other details are still under NDA because of close relation with U.S. Government and VA.

Contact : Ellen Riccio - Founder / CEO - (724) 333-7034

## SOFT SKILLS

Excellent Communication Skills

Quick & Efficient Learner

Goal & Deadline Oriented

Emotionally Intelligent

Extremely Self Motivated

Effective Conflict Management

Great Time Management

"Big Picture" Thinker

## ACHIEVEMENTS

World's Smallest Cellular IoT Device (02/2018 - 08/2019)

In both 2018 and 2019, I created the smallest cellular enabled device in the world while working at Baseline Life, LLC.

## EDUCATION

### BS in Computer Science

Southern New Hampshire University

Pittsburgh, Pennsylvania  
(Online)