

# 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

Experience Driven Development

2D & 3D Interactive Engineering

UI/UX Designer & Graphic Artist

## TECHNICAL SKILLS

### Languages

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

### Web/Desktop Frameworks & Technologies

Unity3D, Angular, React, VueJS, ThreeJS, ASP.NET Core + Razor Pages, ABP, AWS, Firebase, Express, MongoDB, Electron, Ionic, Winforms/WPF, Shopify, WordPress

## WORK EXPERIENCE

### Founding Engineer Mystery Royale, Inc.

06/2021 - 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 development for initial MVP and mobile launch.
- Aided in feature planning with a focus on experience-based development, overall product road mapping, and iterative future updates.
- Maintained product profitability and reached hyper-growth stage within the first three months.
- Worked in tandem with other members to collectively grow our user base from zero to over 11k.
- Wore multiple hats assisting with overall product development, UI/UX design, marketing and partner meetings, and managing customer support.

### Full-Stack / Unity Developer 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 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](mailto:ashton@groovejones.com)

## WORK EXPERIENCE

### 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*

### Game Developer, Engineer Creative Design Games, LLC

01/2015 - 03/2016

Ontario, Canada - Remote

*Creative Design Games built a multiplayer boat battle simulation game with online PVP, complex missions, and a huge community called Storm Force.*

#### Achievements/Tasks

- Worked through alpha testing with over 200 concurrent users, diagnosing and fixing bugs found from active player testing.
- Created API backend for real-time multiplayer statistics tracking and integration with Photon Networking solutions.
- Integrated MYSQL database into game backend for tracking users, scores, actions, and system logs.
- Implemented UI, models, and other game mechanics for displaying real-time multiplayer data and interacting with the API.

## SOFT SKILLS

Excellent Communication Skills

Quick & Efficient Learner

Goal & Deadline Oriented

Emotionally Intelligent

Extremely Self Motivated

Effective Conflict Management

Time Management

"Big Picture" Thinker

Can Wear Multiple Hats

## 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)