Ryan Shee

Software Engineer, Frontend

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PROFESSIONAL EXPERIENCE

Meta (via Tundra Technical Solutions)

Software Engineer (Contract) · Oct 2025 – Present

- Improved React UI workflows by implementing real-time asset download progress and simplifying complex modal state logic
- Increased automated test coverage from 40% to 80%+, reducing build failures by 30%
- Improved deployment safety by removing legacy code and introducing feature flags for controlled rollouts

Capital One

Senior Associate Software Engineer · Jan 2022 – Oct 2024

- Owned front-end development for homepage, dashboard, and asset search on a high-visibility internal platform; primary UI engineering contact
- Optimized workflows for a digital asset platform serving 12,000 daily active users
- Translated Figma designs into an interactive prototype for a task management application, enabling structured pre-launch user testing
- Led initiative to increase automated test coverage across team applications, improving reliability and platform compliance

Lumos Labs

Software Engineer II · August 2020 – December 2021

- Designed and implemented an A/B testing framework in Unity (C#), increasing Daily Active Users by 13%
- Built a daily streak system that improved user retention by 9%
- Led development and App Store launch of Figment, expanding Lumosity's product portfolio
- Optimized onboarding flow through iterative experimentation, improving Day 1 retention by 12%

Software Engineer I · May 2019 – August 2020

- Led development and App Store release of a standalone version of Lumosity's most popular game using Cocos Creator (TypeScript)
- Implemented gameplay enhancements and critical bug fixes across eight live games, improving stability

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TECHNICAL SKILLS

Frontend: React, TypeScript, JavaScript
Runtime & Tooling: Node.js, npm
Game Development: Unity (C#), Cocos Creator
Version Control: Git

EDUCATION

B.S. Computer Science
University of California, Santa Cruz · 2018