RYAN CHRISTOPHER SANTAMARIA SARIO
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EDUCATION

California State University, Sacramento
Sacramento, CA — B.S in Computer Science

SKILLS

Technical: Python | Java | Swift | Object Oriented Programming | SQL Programming | C++ | C# | Git | React
Tools: Xcode | Visual Studio Code | Miro | Wrike | Snowflake | Jenkins | Radar | Professional iOS & macOS Technical Knowledge
Functional: Writing/performing manual and automated test cases | Debugging | Excellent Verbal/Written Communication | Customer Service | Critical Thinking | Technical Troubleshooting | Project Management | Adaptable

EXPERIENCE

Apple | October 2025 - Present
RDO - Junior Python Developer (Lightweight Applications), Elk Grove, CA
- Develop and maintain lightweight Python apps (Plotly, Streamlit, Pandas) that automate manual workflows and improve operational efficiency by eliminating hours of repetitive tasks.
- Author comprehensive technical documentation catering to diverse audience expertise levels, ensuring knowledge transfer and long-term code sustainability.
- Collaborate with cross-functional stakeholders to identify pain points, gather requirements, and translate business needs into technical solutions.
- Created pipeline to connect to an SFTP server, extract geospatial datasets, and process them into Snowflake tables to be used for strategic retail location planning. This converted a three hour manual process to a fully-automated pipeline.

Apple | June 2024 - November 2024
Location Frameworks Test Engineer, Cupertino, CA
- Obtained and tested unreleased iOS, macOS, tvOS, watchOS, & visionOS roots. Utilizing internal software and documentation, produced and performed manual and automated tests, resulting in on time continuous integration.
- Utilized internal bug tracking software to report issues which were screened and resolved by appropriate development teams, minimizing bugs in our upcoming software before being released to the public.

Apple | May 2021 - October 2025
AHA Mac+ Advisor, Elk Grove, CA Recipient of 2025 Apple Care Excellence Award
• Recipient of 2025 AppleCare Excellence Award due to exemplary performance in role.
• Responsible for supportive communication, using creative thinking and process follow through to assist customers on technical issues supporting iOS and macOS software and our hardware, resulting in consistent resolution of cases with high customer satisfaction.
• As a lead in the Gonzalez Care Team as my category two role, I ideated and produced team building activities by thinking creatively and use online tools that resulted in higher morale.

Computer Science Honor Society | August 2019 - May 2020
Founding Vice President, Elk Grove, CA
• Co-Founded the Computer Science Honor Society at my high school. As a community, we hosted computer science volunteer opportunities at local schools which resulted in countless technologically educated and interested students.

Projects

iRaceEngineer
- Developed a full-stack web application for real-time race engineer & telemetry analysis for iRacing simulator. WebSocket server was built using Node.js to stream live telemetry data with low-latency communication between client and web interface. React-based dashboard allowed for visualizing/analyzing real-time race data, vehicle telemetry, and performance metrics.

Interview Portal
- Using Python, Dash Plotly, and SQL, this synchronous web app provided a platform for interviewers to create, modify, and host interview sessions. This reduced the interview setup workflow from 90 minutes to 5 minutes.

Query Tag Generator
- Produced a Web UI Tool that would generate query tags for various IDE tools using Python and Dash Plotly, this reduced the workflow to create and research query tags from 5-10 minutes to less than 2 minutes. Git was used for effective version control and the project was hosted on an Apple internally developed service hosting platform.

Career Experience Early Hire Guidebook
- Ideated and authored a Quip hosted documentation which detailed the fundamentals of working on Apple's Location Frameworks QE team. The document contained detailed test plans with tips to assist in new hire efficiency.

Astral Tag
- Utilized TAGE game engine and Blender to create a 3D game of tag in space. JBullet, JOML, and JOAL were used in TAGE in order to construct physics, audio, and vector transforms. Lead this group project through task delegation, regularly hosted check-ins, and final delivery of an on time submission.