

Ryan Fleck

ryan.fleck@protonmail.com

613 501 4043 – ryanfleck.ca

EDUCATION

UNIVERSITY OF OTTAWA – BASC COMPUTER ENGINEERING

- Graduating Winter 2021, currently in third year, twelve courses remaining.

EXPERIENCE

IBM – EXTREME BLUE TECHNICAL INTERN

SUMMER 2019

- Prototyped a tool to replace deprecated libraries within compiled Java EE binaries
- Used Javassist to manipulate bytecode, wrote algorithms to update class functions
- Architected a transformation-rule organization system using the reflections library
- Created team development workflow with docker, shell & python scripts, Travis CI

MNP LLP – CO-OP DEVELOPER

JANUARY–DECEMBER 2018

- Spoke directly with MNP clients to investigate and address reported bugs
- Wrote (in team of three) a replacement Drupal backend for an internal SiteCore CMS
- Developed features, fixed bugs in a client's Teamsite (Java EE/Spring) CMS
- Wrote technical and user documentation for a client's CMS created with SiteCore
- Wrote AEM HTL/JSP components, configured workflow & security for bid prototype

VOLUNTEERING

UOE RACING – CONTROLLER DEVELOPER

SEPTEMBER 2019–PRESENT

- Responsible for re-writing the embedded brushless DC motor controller code using C
- In a team of two, updated code from polling to interrupt-based sensor reading

XALGORITHMS FOUNDATION – CONTRIBUTOR

APRIL 2018–PRESENT

- Wrote unit tests in Scala for a core system component, the open source rule interpreter
- Tested the rule parser against sample rules, proposed improvements, reported bugs

PROJECTS

- Influx TMS – Team Management System written for SEG3102 course with Django
- Socket.IO Trivia – Developed a UX trivia webapp in Express with scoreboard & chat
- Fake News – Created a flask app to serve content generated from the given URL
- Telegram Chat-Bots – Using Python and NodeJS, wrote bots to respond to key words from friends, query Wolfram Alpha, and provide tools for running D&D games in-chat
- Games – Numerous 1-4 player experimental demos in Godot, Unity, Unreal, Phaser
- Slack BusBot – In a team of two, wrote a slack chat-bot using the OC-Transpo API

TECHNOLOGY

I am familiar with the following technology, and can utilize test-driven design with industry standard design patterns and tools to create and deploy secure business applications.

Python	Java	Java EE	C#	.NET	Razor	HTML	CSS	JavaScript
C	C++	Arduino	Ruby	XML	JSON	REST	SOAP	PostgreSQL
JUnit	Jest	Android	WS	PHP	Spring	Mongo	Scala	HC12 ASM
Docker	Hugo	Jekyll	Go	XSL	Heroku	SEO	SQL	LaTeX