Ryan He

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TECHNICAL SKILLS

Languages: Python, JavaScript/TypeScript, Java, SQL, PHP, HTML/CSS

Frameworks and Libraries: React, Next.is, Node.is, iQuery, Jest, JUnit, TailwindCSS, Bootstrap, Numpy, Pandas

Developer Tools and Platforms: Git, MongoDB, MySQL, Firebase, AWS, Heroku, Postman, Linux

WORK EXPERIENCE

Incoming Software Engineer Intern

Sep 2023 - Dec 2023

Vancouver, BC

Moneris

Software Logistics Engineer | SAP Canada Inc.

Sep 2021 - May 2022

SAP

Vancouver, BC

- Successfully conducted system analysis, testing, and **debugging** to perform root cause analysis for Enterprise level Fortune 500 companies on a variety of operating systems, platforms, and databases
- Utilized support tools to drive efficiency and effectiveness in case management to achieve key performance indicators such as customer satisfaction, response time, and backlog management as an individual contributor
- Examined resource consumption in physical and virtual environments (VMware, PowerVM, etc) and optimized resource usage and response times, resulting in an average of 30% decrease in response times
- Developed and maintained technical documentation for software systems, including user manuals, and technical specifications to the company's knowledge base

PROJECTS

Better Spotify | Spotify Web App Clone

Jan 2023 - March 2023

Spotify Web App Clone With Lyrics

Javascript | React.js | Node.js | Express.js

- Designed and developed a web application using React, React-Bootstrap, and Axios to provide users with a seamless music streaming experience
- Integrated react-spotify-web-playback and spotify-web-api-node APIs to fetch and play music, retrieve music metadata, and manage user authentication
- Created a backend server using **Express.is** to host protected resources and provide authentication

MEDMinder | **Medicine** Reminder App

May 2022 - Sep 2022

Android medicine reminder app for patients with dementia (PWD)

Java | SQLite | Github | Figma

- Led a team of 5 computer science students as the Software Development Team Lead
- Implemented code reviews on **GitHub** to maintain and improve code quality and integration by keeping track of version controls and avoiding merging conflicts
- Implemented multiple worker threads and coroutines to facilitate asynchronous programs and enhance user experience, resulting in a **35%** increase in app performance.

Multi-user Chat Room | Chat Room

Apr 2020- May 2021

Multi-threaded chat room to allow multiple users to connect and chat locally

C | UDP | asyncio API

- Facilitated communication between UNIX processes with **UDP protocol**, resulting in **50%** increase in efficiency
- Incorporated high-level asyncio APIs to work with coroutines and tasks
- Avoided deadlock using mutex locks to eliminate busy waits and inefficient allocation of CPU usage when idling, resulting in **35%** increase in performance

EDUCATION