Ryan Liu

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WORK EXPERIENCE

A Thinking Ape   **Vancouver, BC (Remote)**
Software Engineer (I & II)   *Feb. 2020 - Apr. 2024*
Platform

- Led the creation of internal platform tools and infrastructure to migrate local environment from Virtual Machines to Docker containers
- Spearheaded company-wide initiative to switch to Apple Silicon based Macbooks by rewriting Docker images, platform tools, and key documentation, including those for onboarding
- Worked with senior engineers and leadership to migrate existing Production microservices to Docker using Nomad
- Sped up data validator by ?x via parallelization, which drastically lowered data errors
- Reduced risk of Production deployments by leveraging Nomad to create Canary containers

Content Management

- Designed and deployed a new microservice to help prevent primary key collisions during data authoring process
- Created documentation on usage and extension of said microservice, and collaborated with senior engineers on various ways to improve said microservice to support more complex data

Full Stack and apps

- Proactively identified pain point in user experience with local Docker environments and created a modern MacOS app using SwiftUI to provide a GUI to non-technical users
- Rewrote ageing internal Login and Authentication pages with React and Tailwind, now properly supporting 2FA with sanitized and controlled redirects
- Responsible for maintaining 1MM+ revenue legacy game, include upgrades to required SDKs and releasing content

EDUCATION

University of British Columbia   **Vancouver, BC**
BASc, Major in Computer Engineering, Minor in Mathematics   *Graduated: Jan. 2020*
- Graduated with Distinguished Honours

SKILLS & INTERESTS

Languages: Python, JavaScript, TypeScript, HTML/CSS (Tailwind), Swift, SQL
Technologies: Docker, AWS, CloudFlare, React, Astro
Interests: camping; reading; painting; model kits; D&D