Ryan McPherson

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Education

University of Florida, B.S. Computer Science   **August 2020 - May 2024**

- **Relevant Coursework:** Data Structures and Algorithms, Discrete Math, Computational Linear Algebra, Intro to Software Engineering, Intro to Computer Organization, Information and Database Systems
- **GPA:** 3.81/4.0

Skills

- **Frontend:** Angular, React, JavaScript, TypeScript, Sass, Bootstrap, HTML, CSS
- **Backend:** Node.js, NestJS, Express.js, MongoDB, Firebase, Firestore, C++, Java, Python
- **Other:** Docker, Git, GitHub Actions, Jest, Solidity, Agile, Scrum, Affinity Designer

Experience

Software Engineer Intern | UKG (Ultimate Kronos Group)   **May 2022 - August 2022**

- Developed with an Agile team on an internal tool utilized by 50+ QA engineers using a microservices architecture, Angular, NestJS, MongoDB, and Kafka
- Collaborated with 3 engineers on an Angular UI by submitting 21 pull requests which added new components and services that increased the number of other team's passing builds by 5%
- Implemented a NestJS service to create thousands of documents in MongoDB to store incoming data that expires after 90 days which reduced storage costs by 3%
- Investigated 26 user stories, contributed 3,000+ new lines of code, and merged 28 pull requests across 3 backend services and 1 micro frontend service

Web Developer | Shamrock Auto Trim   **January 2022 - February 2022**

- Redesigned and implemented their company website using React, Bootstrap, and modern UI/UX design principles which increased session duration by 150%
- Implemented features like responsive design, smooth scrolling, and accessibility

Tech Lead | UF Software Engineering Club   **September 2021 - August 2022**

- Collaborated with an Agile team on a mobile app built using React Native, Node.js, Express.js, and MongoDB that offers a single platform where all college clubs and activities are displayed
- Implemented a data scraping feature to populate the app with events from other platforms like Google Calendar resulting in a 200% increase in content on the app

Projects

Solo Software Engineer | Six Degrees of Spotify   **December 2021 - August 2022**

- Developed a full-stack web app that finds how connected 2 music artists are using React, Node.js, Express.js, Docker, and Spotify's web API; visit at sixdos.herokuapp.com
- Engineered a RESTful API to compute shortest paths using breadth-first search (BFS) which reduces the time it takes to find how related 2 artists are from hours to milliseconds
- Constructed a continuous integration/continuous deployment (CI/CD) pipeline with 100% server code coverage using GitHub Actions, Docker, Heroku, and Jest which saves ~30 minutes of manual testing and deployment per pull request

Lead Software Engineer | Push Pin   **February 2022 - April 2022**

- Organized and led an Agile team of 4 developers in building a full-stack web app that enables educators and event organizers to connect online with their audience via virtual bulletin boards
- Implemented user authentication, page routing, database document creation/deletion, and global document search using React, Firebase, and Firestore
- Upgraded database protection rules to require both authentication and authorization to prevent injection attacks and data fraud