

Ryan McPherson

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Experience

Software Engineer | UKG

Oct 2024 - Present

- Worked with the Wayfinding Platform team in developing the home page, main navigation, and supporting platform services for UKG's flagship software product (26M+ daily users) using Angular, Kotlin, MongoDB, Redis, Kubernetes, CDNs, and microservices
- Improved observability by building Grafana and Datadog dashboards, enriching Splunk logs, and adding alerting for key services which detected 10+ production issues before user reports and gave the team 30+ minutes of early response time to degradation
- Investigated Datadog traces and performance metrics of a crucial endpoint and made resulting code changes which reduced latency by 81% and reduced reported catastrophic errors by 78%
- Overhauled the Playwright end to end test suite with dynamic configuration features and new web automation tests which caught 20+ breaking bugs in 6 months before they were released to production and saved ~30 minutes of manual testing each pull request
- Built 6 high fidelity frontend features for a company-wide initiative on a tight deadline, delivering features 2 weeks ahead of schedule with 0 reported bugs from beta customers
- Mentored 3 engineers and drastically improved team documentation which allowed new hires to complete onboarding 70% faster and raise their first PR within a few days of joining the team

Software Engineer Intern | UKG

May 2024 - Aug 2024

- Developed with the Benefits Experience team on a web and mobile experience for electing yearly employee benefits predicted to save UKG 7M+ USD annually
- Developed 4 user-facing features and fixed 6 UI presentation bugs using Angular, RxJS, NgRx, Java, and SQL

Software Engineer Intern | Zillow

May 2023 - Aug 2023

- Collaborated with the Rentals Growth team to build 2 user-facing features for HotPads, a modern web app with over 6M+ monthly visits using React, Redux, and Styled Components
- Built an instant touring feature with 3 engineers, implementing features like user authentication flow, web accessibility (a11y), and Google Analytics which led to 150+ tours scheduled in 3 days after launch
- Revamped a legacy view by applying UI/UX design principles and A/B testing which led to 30% longer page stay times

Software Engineer Intern | UKG

May 2022 - Aug 2022

- Worked with the Quality Growth team on an internal tool utilized by 50+ QA engineers using a microservices architecture, Angular, NestJS, MongoDB, and Kafka
- Collaborated with 3 engineers to build an MVP that increased other teams' passing builds by 5%
- Implemented a NestJS and MongoDB service with expiration rules to reduce storage costs by 3%

Technical Projects

Six Degrees of Spotify

Dec 2021 - Aug 2024

- Developed a full-stack web app that calculates artist connectivity using React, Node.js, Express.js, Docker, Spotify's web API, and BFS to reduce manual computation from hours to milliseconds; available at sixdos.herokuapp.com
- Constructed a CI/CD pipeline with 100% server code coverage using GitHub Actions, Docker, Heroku, and Jest which saved ~30 minutes of manual testing and deployment per pull request

Skills

- Frontend:** React, Angular, Redux, NgRx, RxJS, JavaScript, TypeScript, Playwright, Sass, Jest, Bootstrap, HTML, CSS
- Backend:** Node.js, Java, Python, NestJS, JUnit, Express.js, MongoDB, SQL, C++, Firebase, Firestore
- DevOps:** Docker, Git, GitHub Actions, Splunk, Datadog, Grafana
- Practices:** Agile, Scrum, SEO, AI tooling, CI/CD, TDD

Education

University of Florida, Bachelor of Science in Computer Science

Aug 2020 - Aug 2024