



Ryan Millares

Analyst, Full Stack Developer
Software Engineering

Avanade, Inc.
Los Angeles Song 5418
McConnell Ave
ryan.millares@avanade.com
Mobile: (949) 276-1774



Areas of Expertise

Technical

- C# / .NET Programming
- Angular, Reactjs
- Typescript/Javascript, HTML, CSS
- Azure DevOps, GitHub

Industry

- Information Technology
- Research and Development
- Insurance

Professional Background

Ryan Millares is a software engineer at Avanade with experience in designing and implementing software solutions across various industries. He has hands-on experience working with full-stack and back-end technologies in the development of software and web applications. He has strong understanding of Agile Project Management through Azure DevOps and is experienced with collaborating with team members to see a project through its lifecycle.

Certifications

- Azure Fundamentals (AZ-900)



Key Selected Experience

Large Auto Insurance Company – Full Stack Developer

Relevant technologies: Angular, Typescript, HTML5, C#/.NET, Azure DevOps, GitHub

Ryan worked as a full stack developer for a large auto insurance company seeking to modernize their quote creation process with Azure-supported cloud storage for security, mobile-first design for user convenience, and improved navigation and features for enhanced experience. Primary responsibilities included using HTML5 and Typescript within Angular to create frontend forms for crucial application features supported with smart data persistence, an intuitive UI for searching the quote database through numerous filters/parameters, utilizing backend API calls to connect the front-end forms to a database hosted on SQL Server Management Studio, and performing rigorous testing to implement solutions for edge-cases (e.g., a user directly routing to a page that needs prior info to load). Used Azure DevOps and GitHub through Agile practices to coordinate code branches, pushes, and merges with rest of team.

Intermediate Software Development Company – Application Developer

Relevant technologies: C#, .NET Programming, Azure DevOps, GitHub, RESTful API

Ryan worked as an application developer for an intermediate software development company on numerous tasks and projects geared towards transitioning company assets away from legacy code. Primary responsibilities included utilizing C#/.NET Programming for internal file validation to check specific requirements, researched and implemented workarounds for limits with Sharepoint and RESTful API calls, and collaborated with testers and consultants on the creation of Microsoft Installer (MSI) tests while using Azure DevOps and GitHub to coordinate merges and version updates to the primary software.

Large Research Sciences Company – Simulations Developer/Project Lead

Relevant technologies: C# Programming, Unity Game Engine, GitHub

Ryan worked as a simulations developer/project lead for a large research company on a 3D Driving Simulator using the Unity Game Engine connected to a Motion Systems QS-625 motion platform with 6 degrees of rotational and translational freedom. Primary responsibilities included using C# programming to enhance steering wheel features, research and implement connections between the software for the simulation and motion platform, neatly documenting all added code, and training potential members of the team.