

Ryan Pisuenena

Seeking Software related Positions

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Skills

Tech: Javascript, C++, HTML+CSS

Platforms: Google Workspace (Sheets, Slides, Docs), Notion, Slack, JIRA/Confluence

Experience

Technical Solutions Engineer

June 2021 - May 2022

Google/Looker

- Acted as a liaison between engineering, sales, devops and Google's customers, where I was involved in navigating customers out of technical issues
- Achieved the Q4 2021 Team Titan Award for successfully solving the 2nd highest number of cases with a 95% customer satisfaction rating
- Spearheaded effort to satisfy a customer's contract's technical need, joining together sales and engineering in order to save and renew a \$160,000 annual contract
- Reason Left: Role Eliminated

Product / Project Manager

June 2020 - June 2021

Leasemagnets

- PM for video organizing feature and SaaS referral tool
- Contributed to codebase - Javascript / React
- Running 2020-2021 Remote Intern Program
 - Led standup meetings, worked with students to identify goals of learning, held office hours for discussion, troubleshooting code

Product Management Intern

October 2019 - January 2020

Togg (YCS18)

- Remotely working into Oakland running Facebook ads
- Interfaced and held customer interviews to improve the user experience/ recruit clients
- Initiated and developed recruitment campaign via cold call/e-mail, guerrilla marketing and Facebook ads implementation
- Established leads for patients and sources for patients

Product Management Intern

June 2019 - September 2019

Qualcomm Incorporated

- Spearheaded product research development on Man Overboard Detection Devices
- Developed analysis of small satellite ecosystem for future Qualcomm collaborations with government
- Work between Engineering and Strategy groups to help define features in drone project
- Collected and analyzed GNSS (Global Navigation Satellite System) data and processed for analysis
- Developed landscape analysis of AI race between China and the United States for Qualcomm Government Division

Education

Bachelor of Science, Computer Science

California State University San Marcos

Relevant courses: Data Structures, Assembly and Circuit Design, Computer Architecture, Programming Languages, Linear Algebra, Operating Systems, Theory of Computing, Software Engineering, Databases, Game Programming, Networking, Intro to Machine Learning, Data Science

Extracurricular: Cougar Hacks Hackathon (director), Major League Hacking LocalHost (coordinator), Association of Computing Machinery (member), Language Revitalization Initiative (Founder)

Projects

The World After - Unity Video Game

- Game about surviving zombie apocalypse / Final project for game programming class
- Developed game levels and player movement using C#
- Kept track of milestones and productivity using Kanban boards
- Link for game: <https://drive.google.com/drive/folders/11ioAWQio7ES40En0j-FgPlyfn7Oh3VKa?usp=sharing>

Turn Based NFT Game

- Created with React/Javascript and Solidity
- Turn based game based on Naruto
- Link (Switch to Rinkeby Network in your Metamask wallet): <https://naruto-nft-game.ryanpisuenena.repl.co/>