RYAN LA

Software Developer

EXPERIENCE

Software Developer @ Loopio

MAY 2019 - Present // Toronto, ON

- → Worked in an agile cross-functional Engineering, Product, and Design team, delivering high valued solutions focused on project import and user's workspace
- → Developed responsive and accessible UX using React & Redux
- → Developed back-end service architecture using PHP, MySQL, and Elasticsearch
- → Leveraged AWS for file management & asynchronous processes using S3 and SQS
- → Built services to convert Microsoft Word and Excel documents into HTML readable documents
- → Achieved enterprise code quality & output by adhering to best development practices using JIRA + Bitbucket agile product management services, Git Workflow, and hitting 100% code coverage via Unit, Integration, and E2E testing

Software Developer @ Marion Surgical

FEB 2018 - MAY 2019 // Toronto, ON

- → Primary developer in the creation, design, and implementation of Virtual Reality in a medically authenticated simulation using Unity and Unreal Engine.
- → Integrated open source SOFA framework's real-time physical simulation into Unity which allows for haptic feedback function.
- → Created UI and implemented Google's Firebase realtime database utilizing its API to store application and client data to be synchronized across machines.
- → Converted photo references for use as textures and guidelines for 3D models, and created medical assets using Autodesk Maya and Blender.
- → Updated, managed, and maintained Marionsurgical.com.

PROJECTS

Spotify-React App

→ Implemented Spotify's Web API to display and manipulate a users playlist

InstaPy & Tweepy

- → Utilizing Python libraries to interact with Instagram and Twitter's API.
- → Automated processes based on rules and scheduled cloud functions.
- → Gained 5,000+ followers on Instagram in two weeks, then removed.

Virtual Reality Volleyball Game

- → Implemented in Unity and C#.
- → Supports Virtual Reality with Oculus Rift and HTC Vive.
- → Utilizes Leap Motion for live hand gestures and interaction to play volleyball.

Portfolio: www.ryanla.dev

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EDUCATION

University of Waterloo

Waterloo, Ontario

Class of 2017

BSc - Honours Health Studies, Health
Informatics Specialization Minor Computer Science

TECHNICAL SKILLS

React.js | Javascript | PHP | C# Java | HTML5/CSS | Python | MySQL jQuery | Bitbucket | Github Autodesk Maya | Blender Adobe Illustrator/Photoshop

ACHIEVEMENTS

Second Place at Oculus Hackathon with Facebook's Developer Circles Toronto. Developed product that implements Oculus Go, 360 Camera, and RC Car to connect presenters with their audience

"Most Market Value Product" at

QHacks with Queen's University
Master of Entrepreneurship &
Innovation. Developed product that
implements Oculus Rift, Amazon
Echo, and Leap Motion to add
interactivity to virtual reality.

Hack the North at University of Waterloo. Developed application for doctors to remotely monitor patients with wearable tech.

ACTIVITIES/INTERESTS

Dogs | Bouldering | Spikeball Motorcycling | Ultimate Frisbee Snowboarding