

RYAN LA

Software Developer

EXPERIENCE

Software Developer @ Marion Surgical

FEBRUARY 2018 - Present // 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.

Systems Analyst / Developer @ Barometer Capital Management Inc.

JUNE 2017 - JANUARY 2018 // Toronto, ON

- Designed and implemented an expense form web application tool using C# and .NET framework to automate and synchronize expense reporting with MySQL database.
- Developed internal front and back-end trading software, implementing Agile software development methodology.
- Planned and initiated the redesign of existing standalone applications, utilizing object-oriented design/programming.

Technical Systems Analyst with IBM Canada Ltd. @ RBC

JUNE 2015 - AUGUST 2015 // Toronto, ON

- Updated company devices and computer systems through various software installation to increase company efficiency and productivity.
- Successfully configured approximately 40 desktops weekly, while supporting Windows OS software and hardware.
- Resolved incident tickets related to troubleshooting software, data systems, and networking issues through internal ticketing system.

PROJECTS

Virtual Reality Volleyball Game (2018)

- 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.

InstaPy & Tweepy (2018)

- Utilizing Python libraries to interact with Instagram and Twitter's API.
- Automated processes based on rules and scheduled cloud functions.
- Gained 1,000+ followers on Instagram in two weeks, then removed.

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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

C# | C++ | Java | Javascript
HTML5/CSS | Python | MySQL
Unity | Unreal Engine
SOFA Framework
Autodesk Maya | Blender
Adobe Illustrator/Photoshop

ACHIEVEMENTS

"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 UW, developed application for doctors to remotely monitor patients with wearable tech.

VOLUNTEER

Rehabilitation Program Assistant

at UW which supports cancer surviving patients improve psychological well-being and recovery from cancer treatment by providing guided physical training.

ACTIVITIES/INTERESTS

Indoor Bouldering | Basketball
Ultimate Frisbee | Snowboarding