RYAN WOODARD

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EXPERIENCE

SEPTEMBER 2021 – PRESENT
FULL STACK DEVELOPER, IBM

- Designed the process for digitally signing Db2 install images to ensure the integrity of the product.
- Reduced the time it takes to create install images by 50%, saving time for the team.
- Found the root cause of critical issues on multiple occasions.

MAY 2019 – SEPTEMBER 2021
FULL STACK DEVELOPER (CO-OP/STUDENT ON CALL), IBM

As a developer at IBM, worked in a small agile team for the Db2 deployment team.

- Contributed to C code and shell scripts to fix bugs and implement new features.
- Worked with customer support agents to resolve any issues customers experience with the software.
- Helped department move to modern version control system.
- Owner of packaging pipeline for creating installable images.

SEP 2017 – SEP 2018
MATH TUTOR, GOODSTUDY TUTORING

Tutored high school math and physics to high school students in Toronto.

EDUCATION

SEPTEMBER 2017 – AUGUST 2021
HONOURS BACHELOR OF SCIENCE, UNIVERSITY OF TORONTO

Specializing in software engineering. 3.4 GPA

PROJECTS AND CONTRIBUTIONS

- Found root cause of segmentation fault for open-source machine learning repository. Pull request.
- Developed a platformer game for Android using the Unity physics engine. Available on the Google Play Store.
- Used a genetic algorithm to optimize the distance a pendulum could throw a ball. Demo.

SKILLS

- Great problem-solving skills, demonstrated by solving obscure bugs in Db2 code.
- Excellent ability to understand and work with existing code
- Great ability to work in teams

- C/C++, python, JavaScript, Java
- Git, Mongo, SQL, bash, Jenkins
- Unix, HTML, CSS