

RYAN WOODARD

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WORK EXPERIENCE

SEPTEMBER 2021 - PRESENT

BACK END DEVELOPER, IBM

- Developed a feature to concurrently install online updates to multiple database servers.
- Reduced the time it takes to create Db2 packages from an hour to thirty minutes, allowing developers to test and deliver code faster.
- Helped with the development and testing of Db2 pureScale on AWS.
- Designed the process for digitally signing Db2 install images to ensure the integrity of the package.
- Found the root cause of critical customer issues on multiple occasions.

MAY 2019 - SEPTEMBER 2021

FULL STACK DEVELOPER (CO-OP/STUDENT ON CALL), IBM

- As a developer at IBM, worked on the Db2 deployment team.
- Contributed to C code and shell scripts to fix bugs and implement new features.
- Worked with customers to resolve critical issues on their servers.
- Helped department move to modern version control system.

EDUCATION

SEPTEMBER 2017 - AUGUST 2021

HONOURS BACHELOR OF SCIENCE, UNIVERSITY OF TORONTO

Specializing in software engineering. 3.4 GPA

PROJECTS AND CONTRIBUTIONS

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

SKILLS

- Great problem-solving skills, demonstrated by finding root cause of bugs in Db2 code
- Excellent ability to understand and work with existing code
- Great ability to work in teams
- Very comfortable working with the command line and different Linux Flavours
- C/C++, Python, Bash, Java
- Git, Jenkins
- Linux, Vim