

Employment

Developer Programs Engineer

Google

June 2015 – Present

- Currently building tools & providing support to developers to help them more easily interact with Google's developer products

Software Contractor

Google (via Adecco)

Aug 2014 – June 2015

- Designed & built multiple components of gcloud-node, an idiomatic Node.js library for interacting with Google Cloud Platform

Software Engineering Intern

Google

May 2014 – Aug 2014

- Assist building of the Codelab kiosk infrastructure for Google I/O, review codelabs, and TA codelab sessions during Google I/O
- Reinvent and implement improved Google API NodeJS client library and provide open developer support for this library
- Increase popularity and adoption of Google API NodeJS client library from ~9k downloads/month to ~60k downloads/month

Software Developer

Top Hat

Sept – Dec 2013

- Designed, implemented, and tested a new notification system for Top Hat web application using Django and Backbone
- Developed and tested periodic tasks on Celery to release notifications to users in a randomly sampled manner

Identity Intern

Mozilla

May – Aug 2013

- Implemented WebRTC authentication module in Firefox as outlined in W3C specification as patches and an add-on
- Extended Persona to support WebRTC authentication enabling sites to verify a user's identity for WebRTC calls
- Built Tin Can, a web application for calling friends securely, showcasing the importance of WebRTC authentication

Software Automation Developer

BlackBerry

Jan – May 2013

- Reduced complex query response times from ~40s to 4s (10x) on internal Django-based build-scheduling system
- Developed a REST API for automating build submission and retrieval of JSON/JSONP-formatted task-results

Software Developer

Blindside Networks

May – Aug 2012

- Developed an HTML5 Client for BigBlueButton using NodeJS, WebSockets (SocketIO), Redis and HTML5
- Applied Ruby, JavaScript and SVG to BigBlueButton whiteboard playback to add shapes, cursor, clear/undo features

Technical Experience

Personal Projects

- **100+ open source projects on GitHub:** Check out github.com/ryanseys for a full list of projects I've open sourced
- **Jawbone UP API Client (2013):** A NodeJS API client library for interacting with the Jawbone UP API
- **PhotoGPS (2013):** Drag-n-drop photos to instantly plot on Google Maps using GPS Exif data via FileReader API
- **tmprtr (2013):** Zero-click weather app gives instant location-based weather conditions from Wunderground API

Team Projects

- **gcloud-node (2014-2015):** An idiomatic Node.js library for easily interacting with the Google Cloud Platform's various APIs
- **Foodly (2015):** A SaaS for restaurant owners to easily create and host a fully-featured website for their restaurant
- **Bombberman (2014):** Bombberman multiplayer UDP client/server game written in Java with additional NodeJS client

Additional Experience and Awards

- **IEEE Volunteer & Technical Director (2011 – 2013):** Maintained & supported IEEE electronic equipment, computer services and website; organized and ran events for IEEE including SPAC, FPGA Competition and CodeJam
- **Hackathons/Conferences:** Google I/O, CUSEC (4x), HackTheNorth, Hackanooga, Facebook, #Hack4Good

Education

Ottawa ON

Carleton University

Sept 2010 – May 2015

- Bachelor of Engineering, Software Engineering, High Distinction (Co-op Option)
- Graduated May 2015, CGPA 10.74/12 (89%)

Languages and Technologies

Languages & Markups: JavaScript, Java, Python, Ruby, C/C++, SQL, HTML5/CSS

Libraries & Frameworks: Node.js, Ruby on Rails, Django, WebRTC, OpenGL, WebSockets, Backbone, JQuery

Tools & Practices: Git, Mercurial, GCP/AWS (EC2, S3), Heroku, Redis, Eclipse/Android Studio, MVC, TDD, Agile