



Ryan Reynolds

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# Senior Software Engineer

## Performance Profile

Senior software engineer with fifteen years developing enterprise-level software. Experienced architect and implementor of distributed, scalable and robust software. Nine years leading a globally distributed software team. Strong networking and software background in high-stress, mission-critical environments.

## Core Competencies

- Agile Methodology - Distributed Systems - Relational and Non-Relational Databases -
- DevOps - LiveOps - SDLC - Project Management - Full-Stack Engineering -
- Mobile Development - Cloud Computing - Architecture - Team Leadership -

## Technical Competencies

CORE	Java, C#, Perl, JS, PHP, HTML, Jython, Python, Perl, Ruby, SQL
WEB	J2EE, Struts, Spring, Servicestack, Google App Engine, Azure, AWS
DB	Oracle, MSSql, MySQL, Hibernate, Entity Framework
UX	Angular, JQuery, Bootstrap, HTML
TESTING	Gatling, Tsung, JUnit, NUnit
MONITORING	ELK, Influx, Graphana, Smashing
CI	Build Forge, Ant, Jenkins
COMMON	Office, JIRA, Confluence
SERVERS	LAMP, Weblogic, Windows Server, Microsoft Exchange

## Professional Experience

### SENIOR SOFTWARE ENGINEER, LEADING VR COMPANY; UTAH – APR 2017 - PRESENT

As a senior member on the systems team, I directly contributed to the development of a varying array of software solutions.

I helped design and implement systems to interface with hardware components for the purpose of tracking objects in 3-D space.

In addition to working with hardware-based systems, I collaborated with peers to author solutions for event scheduling and ticket sales. I helped design and develop cloud-based systems to host internal, and external consumer-facing websites and services.

While working with our cloud-based systems, I implemented a load testing platform to stress test our websites and web services in an ongoing effort to maintain performant, highly available services to our end users.

**SENIOR SOFTWARE ENGINEER, ELECTRONIC ARTS; UTAH – AUG 2012 - APR 2017**

As a lead engineer for server applications, I architected, implemented and lead a group of server engineers to provide cloud-based solutions for mobile games.

I coordinated with the mobile engineering lead to create a robust, persistent, game-state system which stored player information for millions of mobile users across the globe.

Our server team also delivered a global tournament system to matchmake players from across the world to facilitate matches and provide players with achievements and rewards.

**LEAD SOFTWARE ENGINEER, CENTURYLINK; UTAH – JUN 2004 - AUG 2012**

Responsible for managing a team of on and off-shore developers in the ongoing design, development, documentation, and maintenance of new and existing applications for local and long distance markets at Centurylink.

Lead a team to produce readable, re-usable code and design artifacts. Provided training and mentoring to team. Delegated and prioritized projects for developers.

Lead team to resolve issues with development, technologies, implementation decisions, QA defects, and client requests.

Assisted embedded architects in the ongoing design process to identify opportunities for improved efficiencies.

Developed high-level designs for Use Cases and created sequence diagrams and design flow charts. Developed detailed designs, class diagrams and detailed message flows. Reviewed technical specifications.

Developed IT requirements based on business requirements and created IT estimates and project scopes.

Worked closely with project managers to ensure on-time completion of development cycles and application deployments.

Created and maintained communication with end-users to understand and solve user-level issues.

**SENIOR PROCESS ANALYST, QWEST; UTAH – MAR 2003 - JUN 2004**

I partnered an automated software solution proposal to senior management. In 6 weeks, and ahead of schedule, the automated solution was in production, with an efficiency increase from manual process to automation. I continued enhancement of the software application including AI fault isolation, dispatch recommendation, archiving, and database tool development. Today, the software is a single-user interface, server-based application merging the functionality of several legacy software platforms.

I analyzed performance metrics and authored processes to develop forward thinking projects that reduced expenses and increased revenue.

**TECHNICAL TRAINER, QWEST; UTAH – MAR 2002 - MAR 2003**

Developed a comprehensive training manual for testers to learn about HICAP technology. The course included instructional blocks on the technology, equipment, communications protocols and OSS's that support T1 service level and above.

**NETWORK MAINTENANCE TECHNICIAN, QWEST; UTAH – AUG 2000 - MAR 2002**

Responsible for conducting and directing network anomaly resolution on telecommunications circuits from copper T1's to fiber OC192's. Conduct remote troubleshooting on HDSL/ T1T spans, fiber rings and switches.

**SATELLITE COMMUNICATIONS, US ARMY; GLOBAL, AUG 1995 - JUL 2000**

Worked with other members of a small team to deploy a tactical satellite van.

Setup, troubleshoot and maintained services such as: NIPRNET, SIPRNET, RDIN, DSN, VTC, and others.

Knowledge and experience in testing, configuring and troubleshooting hardware required for varying types of communication.

Such hardware consisted of HPA's, LNA's, converters, modems, multiplexers, and UPS systems.

Several months experience as site maintenance officer and test equipment calibration coordinator. Duties included the maintenance of over \$10 million in systems and associated test equipment. Examples of such equipment were: spectrum analyzers, signal generators, oscopes, power meters, FIREBERD's, and other integrated test equipment.

## Education

South Seattle Community College – Generals, 1995

## Endorsement

*"Ryan has a unique combination of exceptional technical skills and world-class communication and collaboration skills."* - Doug Clark, Manager, EA