Bryson Reece.

[Software Engineer, DIY Enthusiast, Actual Cyborg]

A passionate maker with a specialty in developing enterprise platforms that scale.

Location Oklahoma, United States   Email hey@bryson.cc   Cell +1 918 504 1257

Experience

Flywheel Digital   *2022 to Present*
Head of Walmart Retail

Leading the engineering initatives
for the Walmart Retail column
at one of the world's largest B2B
eCommerce management services

Wunderite   *2021 to 2022*
Senior Software Engineer

Large-scale refactoring of a legacy
codebase into a modern, performant
architecture using Laravel, Vue.js,
and TypeScript

WellCaddie   *2016 to 2021*
Head of Software Engineering

Oversaw software development
initiatives for the entire company,
including embedded hardware
applications for IoT data collection

Hire #1, led to ~$15M valuation

Univ of Oklahoma   *2016 to 2018*
Software Engineer

Assisted in architecture and
development of O.V.A.L., a world
record holding VR pedagogy toolset

Education

Computer Science, B.S.

University of Oklahoma

(inc.)

Awards

2x MLH Hackathon Winner

OU Community Builder

Technical Skills

PHP

Laravel

JavaScript

TypeScript

React.js

Vue.js

C / C++ / C#

Python

Site   bryson.cc

GitHub   brysonreece

LinkedIn   brysonreece

Projects

Seedling   *2017 to 2018*
A proof-of-concept interactive
childrens' toy that teaches PinYin
speakers English pronunciation
using novel learning techniques

Permanent Exhibit at Univ. of Beijing

Athena   *2017 to 2018*
An award-winning pedagogy
application that seamlessly augments
traditional learning material with 3D
objects and an explorative toolset

O.V.A.L.   *2016 to 2017*
VR pedagogy toolset designed
for academic environments and
collegiate campus settings

Used by universities nationwide
World-Record Holder

File.io   *2016*
Decentralized file storage
from a keychain computer

Stream   *2014 to 2016*
A video torrent streaming platform
developed for XBMC / Kodi

~105K Unique Users