



Brandon Ryan

Software Engineer

Profile

Highly driven and motivated Software Developer with expertise in problem solving and writing maintainable, testable code. Able to effectively self-manage during independent projects, as well as collaborate as part of a productive team.

Employment History

Software Development Engineer at Amazon, San Luis Obispo

April 2021 — Present

- Planned, designed, and implemented infrastructure for validating customer form data to ensure payments are made to valid recipients, significantly reducing the potential for penalties and fees associated with invalid payments
- Improved accessibility of our product by over 25% by using Angular material components and ARIA attributes in order to reach a wider audience
- Led the expansion of Alexa Voice Service to over twenty additional countries and their corresponding currencies
- Trained three employees individually regarding Amazon internal business expansions and A/B testing, as well as general ramp-up and onboarding processes
- Launched and led a software migration campaign with supporting documentation and infrastructure to promote adoption of a superior version of an internal java client package, targeting over 1300 solutions company-wide.
- Technical lead for a Prime Video expansion to allow business entities to be paid via advertisement income on the Freevee streaming service

Software Engineering Intern at Northrop Grumman, Sacramento

June 2020 — December 2020

- Designed, developed and enhanced TCSWaterfall tool, which is currently in use to monitor incoming Band 0+ signals from the Global Hawk and U2 aircraft; supports custom security profiles based on operator ID.
- Dockerized TCS Waterfall solution to support deployment to any system.
- Completed JIRA backlog requirements for miniSCE, working with Jackson, AJAX, and JAXB frameworks; provided test coverage for new code to comply with SonarQube code coverage and styling requirements.
- Conceived, designed and implemented new features to improve miniSCE Geolocation Session Dialog functionality; included development on both the Java backend and html/css/javascript frontend.

Details

Pismo Beach

United States

+1 (916) 660-6879

brandon.ryan.111@gmail.com

Nationality

American

Links

[LinkedIn](#)

Skills

Typescript

Python

Java

Git

HTML & CSS

Functional Programming

Angular

Hobbies

- Sports: surfing, basketball, swimming, weightlifting
- Playing instruments
- Cooking
- Reading
- Writing

Languages

English

German

Software Engineering Intern at Riverbed, Sunnyvale

June 2019 — September 2019

- Developed resiliency infrastructure to identify process failure to improve High Availability functionality.
- Implemented Pydbus API to monitor systemd services.
- Wrote and daemonized Python scripts to read process signals and store information in Redis database.

Desktop Support Technician at Cal Poly Information Technology Services, San Luis Obispo

October 2017 — June 2020

- Set up equipment for employee use, performed or ensured proper installation of cables, operating systems, or appropriate software.
- Developed training materials and document procedures and trained users in the proper use of hardware or software.
- Answered user inquiries regarding computer software or hardware operation to resolve problems.

🎓 Education

Bachelors in Software Engineering, California Polytechnic University, San Luis Obispo

September 2016 — December 2020

★ Capstone Projects

Ropegun - IOS, San Luis Obispo

January 2020 — March 2020

Collaborated with Ropegun team to design, develop and produce an application for rock climbing. This app is available on the app store and was developed over a period of three months in a team of four.

<https://apps.apple.com/us/app/ropegun/id1470518082>

California, 15.01.2023

