

ryan edwards

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full stack web developer

+ summary

As a web developer and a veteran, I'm a tenacious problem solver with a passion for clean code, scalable functionality, and intuitive user experiences, with a demonstrated history of building, customizing, and extending online service platforms.

+ employment

Shift Markets

Senior Front-end Developer

Oct. 2021 to Aug. 2022

New York, NY

- Led a complete redesign of the core crypto exchange template, from the ground up
- Implemented the MVP of a client exchange management back-office UI
- Built reporting dashboards for exchange trading data
- Utilized client-provided wireframes from Figma to implement branding, styles, and customized UI within Shift's core exchange template
- Communicated with team members around the globe in a dynamic, fast-paced work environment

Front-end Developer

Apr. 2018 to Oct. 2021

- Built and developed front-end UIs for cryptocurrency exchanges
- Built additional functionality on the existing platform template
- Responsible for troubleshooting and fixing bugs and issues with platform templates
- Customized the platform to meet the needs of individual clients

General Assembly

Full Stack Web Development Teaching Assistant

Dec. 2017 to Apr. 2018

New York, NY

- Collaborated with instructors and staff to meet the needs and learning styles of students
- Facilitated a dynamic and collaborative classroom community
- Assisted students with coursework and projects in full-stack web development

Web Development Immersive Program

June 2017 to Sept. 2017

- Completed in-person, on-site Web Development Immersive program
- Learned core skills in full-stack web development, including fundamentals of computer science and programming languages
- Gained practical experience while completing individual and group projects

Health Capital Investors, Inc.

Business Development Associate / Executive Assistant

Feb. 2013 to Dec. 2016

Stamford, CT

- Drafted letters of intent, broker agreements and other contract documents for clients & brokers
- Performed analysis on client data to determine net realizable value and confirmed monthly collections
- Maintained database of clients, brokers, referral sources, and vendors
- Attended to logistics for the CEO & President, including business travel and document routing

United States Army

Human Resources Officer / Battalion Adjutant

July 2008 to Apr. 2012

Fort Drum, NY

- Responsible for all Battalion HR policies, personnel strength and actions, including school requests, pay issues, disciplinary actions, records updates, awards, and evaluation reports for 700 officers and enlisted soldiers
- Supervised and managed three Non-Commissioned Officers and four Soldiers across three areas of operation
- Utilized MS Office Suite and a variety of robust HRIS software to manage Battalion personnel records, strength accounting, personnel actions, evaluation reports, Line of Duty investigations, retention/recruiting, and awards in both garrison and deployed wartime environments
- Created and delivered biweekly MS PowerPoint Command and Staff briefings to the Battalion leadership and staff

+ education

General Assembly

Full Stack Web Development Certification

June 2017 to Sept. 2017

Texas A&M University

B.A. Telecommunications Media

Fall 2003 to Spring 2008

+ skills

LANGUAGES

Javascript

HTML

CSS

Typescript

Ruby

FRAMEWORKS

Express.js

Ruby on Rails

AWS Lambda

LIBRARIES

React.js

Redux

SASS/LESS

Node.js

Socket.io

Webpack

Material UI

jQuery

DATABASES

PostgreSQL

Firebase

APIs

TOOLS

Github

Git

Heroku

CLI

Postman

PRIOR EXPOSURE

Go

Sinatra

Java

C++

+ projects

Cards Against Your Sanity

Dec. 2017 to Jan. 2018

- Mobile-oriented web app for playing popular card game Cards Against Humanity in a social setting
- Built using React.js, Node.js, Socket.io
- Features multiplayer functionality (though emphasizing in-person interaction), random game room generator, scoreboard, and official Cards Against Humanity card text from the base game and official expansions.

Blackjack.io

Oct. 2017 to Oct. 2017

- Refactored Blackjack web app to implement Node.js and Socket.io for multiplayer and chat capabilities
- Built using Javascript, jQuery, Node.js, Socket.io
- Supports up to 5 simultaneous players and any number of spectators
- Added features also include ability to double-down & split, sound FX, curated jazz music playlist using embedded Soundcloud player, and mobile-friendly responsive design using CSS-Flexbox

Read/Write

Sept. 2017 to Sept. 2017

- Mobile-oriented web app for keeping track of books a user would like to read and books user has read, in addition to a writing project manager for writing stories.
- Built using React.js, Ruby on Rails, Quill.js
- Features a Google Books API search for adding books to your list, a user rating system for books you've read, a rich text editor for writing story chapters, and a character/location tracker for your writing projects

Grandmaster.io

Aug. 2017 to Aug. 2017

- Online combat card game inspired by Blizzard's Hearthstone, but with a chess theme.
- Built using React.js, Express/Node.js, Socket.io, PostgreSQL, Firebase
- Heavy implementation of Socket.io to allow 2 players to play against each other and others to spectate and chat across 3 game rooms
- Group project, acted as Github manager to integrate changes/additions from team members.
- Leaderboard, card store for spending currency earned from winning games give user a sense of progression