ryan edwards

full stack web developer

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✚ summary

As a former Army officer, I developed reliability and a level head through adversity. I do not give up easily, and work to solve difficult problems with a dogged determination. I am self-reliant, able to work independently to quickly absorb new concepts to solve those difficult problems, but at the same time, work well with a team due to my military experience. These are the traits that I bring to a programming environment as a web developer.

✚ 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   Sep 2017 to Sep 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

The Reading List   Jul 2017 to Aug 2017
- Full stack web app designed to help users keep track of books to read and books they've read. Also includes a chatroom for users to discuss books.
- Built using Javascript, Express/Node.js, EJS, PostgreSQL, Socket.io
- Includes Google Books API search for looking up books to add to reading list, as well as a Google Locations search to find nearby bookstores via ZIP code.

Blackjack   Jul 2017 to Jul 2017
- Blackjack game developed for web browser.
- Built using Javascript, jQuery, HTML5 and CSS3
- Implements a betting system that stores a player's money in local storage for persistence.

Fuzzy Tic-Tac-Toe   Jul 2017 to Jul 2017
- Simple, effective, and stylish Tic-Tac-Toe web browser game.
- Built using Javascript, HTML5 and CSS3.

✚ skills

LANGUAGES	FRAMEWORKS	LIBRARIES	DATABASES
Javascript	Express.js	React.js	PostgreSQL
HTML	Ruby on Rails	Node.js	Firebase
CSS	Sinatra	jQuery	APIs
Ruby		Socket.io	
Go (Prior Exposure)		Webpack	
C++ (Prior Exposure)			
Java (Prior Exposure)			

TOOLS	LEADERSHIP
Github	Personnel Management
Git	Project Management
Heroku	Policy Development
CLI	Timeline Development
Postman	Risk Assessment

✚ education

General Assembly
Full Stack Web Development Certification

Texas A&M University
B.A. Telecommunications Media

✚ employment

General Assembly   New York, NY
Teaching Assistant
Dec 2016 to Current, Dec 2016 to Current
- Assist students with homework and projects relating to full-stack web development, covering topics including, but not limited to, HTML, CSS, Javascript, Node.js, Express, PostgreSQL, React.js, Ruby, and Ruby-on-Rails.
- Provide remediation to students who are falling behind.
- Collaborate with instructors and GA staff to best meet the needs and learning styles of students.
- Facilitate a dynamic and collaborative classroom community.

General Assembly Web Development Immersive   New York, NY
Web Developer
Jun 2017 to Sep 2017
- Developed four effective web app projects using in-demand languages, libraries and frameworks.
- Worked with a team to develop a large-scale group project, used Slack to communicate and collaborate remotely and Github to integrate contributions for all team members.
- Learned to problem solve with code while applying industry best practices in a collaborative environment.

Health Capital Investors, Inc.   Stamford, CT
Business Development Associate / Executive Assistant
Feb 2013 to Dec 2016
- Attended to all business logistical needs of the CEO & President of the company, including travel booking & itineraries, conference information & attendance, lodging reservations, document routing & delivery, and organization of all documents requiring executive signatures.
- Coordinated with Director of Business Development in the acquisition of new brokers and potential clients, maintaining an organized Excel database of all clients, brokers, and referral sources.
- Drafted all Letters of Intent, Broker Agreements, and other contract documents for all clients and brokers.

United States Army   Fort Drum, NY
Human Resources Officer / Battalion Adjutant
Jul 2008 to Apr 2012
- 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 four Non-Commissioned Officers and four Soldiers across three areas of operation.
- Utilized MS Office Suite and a variety of robust HRIS software (EMILPO, TOPMIS, EDAS) 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 & staff.