Ryan Watkins

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EXPERIENCE

Feistybird, London, United Kingdom

Founding Engineer and CTO

http://www.feistybird.com/ September 2014 - Now

Founded and developed 'Feistybird', a service that moderates and displays social feeds from hashtags, adds event agendas and customizes the final display layout. The service is used by multiple global companies. Technologies used include SQL, JS, PHP, React, AWS, Unix, Node.js, CSS and HTML

Allianz Global Investors GmbH, Munich, Germany

Frontend Developer (Internship)

July 2015 - September 2015

Improved UX/UI for 'TimeScape Explorer' (Investing UI). Integrated various open source libraries into the existing ASP.NET framework such as 'Handsontable' and 'MetricGraphics'. Coordination with project integrating new database schema. Performance optimization on large datasets from SQL database. Technologies used were Git, jQuery, ASP.NET and native JS

Oxford City Council, Oxford, United Kingdom

Business Improvement

June 2014 - October 2014

Created a full independent system to protect important documents for entire company. Trained new IT Support Analysts. Produced reports from MySQL queries. Management of employee phones database. Technologies used were C#, Visual Basic and XML.

EDUCATION

Bachelor of Computer Science, University of Reading

September 2013 - July 2016

GPA: 3.5

Modules(Y1): Computer Architecture, Programming, Software Engineering,

Maths for Computer Science, Fundamentals of Computing,

Computer Applications,

Modules(Y2): Compilers, Operating Systems, Neural Networks, Machine In-

telligence, Java, Computer Architecture, Advanced Databases, Databases, Essential Algorithms, Systems Design and Project

Management

Modules(Y3): Social, Legal and Ethical Aspects of Science and Engineering,

Individual Project, Data Mining, Concurrent Systems, Evolutionary Computation, Virtual Reality, Computer Networking

SKILLS In Production: JS, React, PHP, Python, Node.js, MySQL, PostgreSQL, Bash

Shell Scripting, Linux, AWS, ASP.NET

In General: C#, C++, Java, C

Preferred Stack: JS, Node.js, React, Sass, Git, PHP

Projects

2D SDL RPG Engine

2013

Framework to allow developers to make their own 2D RPG's in C++. 100% grade awarded in first semester. Over 3000 lines of code. Technologies used were SDL and C++. GitHub Repository: http://github.com/watkinsr/SDL-RPG

Quantum Programming Language

2016

2015

Third semester project, full simulator and language that runs Deutsch's algorithm and C-like code. Research paper to come soon (April 2016). Technologies used: Python, C, YACC and LEX. GitHub Repository: http://github.com/watkinsr/QuantumPLToy

Easyquantum - Quantum Computing Lessons

Project to teach computer scientists about quantum computing.

Website: http://watkinsr.github.io/easyquantum/

Quantum Computing for Computer Scientists Drills

2015

Exercises completed from the book: Quantum Computing for Computer Scientists. Programmed in

Python to illustrate quantum computing concepts.

GitHub Repository: https://github.com/watkinsr/QuantumComputingDrills

Breakout - Android Game

2015

Android breakout game done in second year at University of Reading. Contains a few advanced features (you can control two paddles and there are multiple balls)

GitHub Repository: https://github.com/watkinsr/breakout

Community Mentor for Android Game Development MOOC, FutureLearn Ltd 2014-2016

Involvement Answering various Java and Android related questions from participants

HONORS Software Engineering Winner, University of Reading 2014

Best Team Participation (The EDGE Project), Carshalton College 2013

Languages English Native

German Professional

Chinese Basic