Ryan Watkins

r.watkins@student.reading.ac.uk feistvbird.com

Experience

Feistybird, London, United Kingdom

Founding Engineer and CTO

September 2014 - Current

Founded company 'Feistybird' that brings social media displays to big brands who run events such as concerts, conferences etc. Used by multiple big brands. Entirety of development effort as a solo-engineer. Technologies used include SQL, JS, PHP, React, AWS, Unix, Node.js, CSS and HTML

Allianz AG, Munich, Germany

Frontend Developer Internship

July 2015 - September 2015

Improved user experience and user interaction for Risklab's licensed TimeScape Explorer (high value product). Integrated various open source libraries into the existing ASP.NET framework such as 'Handsontable' and 'MetricGraphics'. Coordination with another project that integrated a new database schema. Technologies used were Git, jQuery, ASP.NET and native JS. Performance optimization due to large datasets.

Education

B.S. Computer Science

University of Reading

2013-2016

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.is, MySQL, PostgreSQL, Bash

Shell Scripting, Linux, AWS, ASP.NET

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

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

Community Involvement

Mentor for University MOOC, University of Reading 2014-2016

Answering various Java and Android related questions from participants in the MOOC.

Projects

2D SDL RPG Engine

2013

100% grade awarded, repository: github.com/watkinsr/2drpg. Technologies used were SDL and C++. Over 3k LOC.

Quantum Programming Language

2016

Repository: github.com/watkinsr/quantumpr. Technologies used were Python, C, YACC and LEX. Paper can be downloaded at: http://foo.bar

| Honors | Software Engineering Winner, University of Reading | 2014 |
|--------|---|------|
| | Best Team Participation (The EDGE Project) Carshalton College | 2013 |