J. Ryan Rembert
SOFTWARE DEVELOPER & GEOSCIENTIST

PHONE
(843) 670-7596

EMAIL
j.ryan.rembert@gmail.com

GITHUB
https://github.com/jrrembert

〉 EXPERIENCE

District Labs
2007 - Present

HEAD OF PRODUCT DEVELOPMENT & MANAGING PARTNER
- Organized and lead mostly remote teams of 5-20 people per project.
- Contributed directly to multiple aspects of each project, from writing code and managing deployments, to meeting with clients and and negotiating contacts.
- Developed a series of web workers to efficiently clean and process multispectral satellite altimetry within the browser.
- Clients include: Sony, MLB, Travel Channel, and National Geographic.

Marketly
Nov 2015 - Jan 2016

DIRECTOR OF ENGINEERING
- Rebuilt company's product development process using custom Scrum implementation, vastly increasing productivity, transparency, and developer happiness.
- Rescued flagship analytics frontend revamp that was 6 months overdue and overbudget (Rails, JS/jQuery). By the end of my first month, shipped a production release with vastly improved test coverage and code stability.
- Co-lead/mentored a team of 3 engineers in Seattle and personally oversaw 7 in India.

ClipCard (formerly OneOcean)
Aug 2013 - Jan 2015

DEVELOPER RELATIONS MANAGER
- Built out and lead technical support/documentation, sales engineering, analytics, and developer outreach departments.
- As the first team member in the Developer Platforms & Evangelism team, helped expand team from 2 to 16 people, easily the largest team in company.
- Built integrations for IBM and Boeing to map their proprietary formats to ClipCard's schema.

OneOcean
Jun 2012 - Aug 2013

SENIOR GIS DEVELOPER
- Member of founding dev team; served as primary client advocate and ocean science SME.
- Helped design, build, and test scalable Django-based app for cataloguing ocean data.
- Published technical docs to company's blog and external publications (Wired, LiDAR News).
- Produced bathymetric and cartographic products from a variety of data sources.

College of Charleston & Univ. of Washington
Sept 2010 - Aug 2014

RESEARCH SCIENTIST
- Spent 4 weeks at sea developing an interactive web map using streamed ROV data and HD imagery. I also implemented a simple classification algorithm for curating dive metadata.
- Primary or assistant instructor in 18 courses; classes included GIS, software engineering, bathymetric mapping, and paleobiology.
- Budgeted and designed the College of Charleston's geospatial visualization lab.
- Developed several Python scripts to convert 2d feature layers onto a 3d-based geographic lattice.

〉 SKILLS & TOOLS
(listed in general order of expertise)

Languages:	Python, Javascript, Node, Clojure, Java, Swift, R
Frameworks	Flask, Django, React, Ruby on Rails, Angular, Falcon, d3, scipy
CI & Automation:	TravisCI, Gulp, Grunt, Webpack, Jenkins
DevOps	Heroku, AWS, Google App Engine, Docker, Puppet, Vagrant, nginx
Databases:	PostgreSQL/PostGIS, MySQL, MongoDB, Cloudant, Riak
Tooling:	Sketch, Asana, Photoshop/GiMP, inDesign, Git, Jira
Geo:	GDAL/OGR, ArcMap, QGIS, Mapbox, OSM, Leaflet, Turf

〉 PROJECTS (expanded list of non-proprietary projects can be found at jrrembert.github.io)

ELECTED OFFICIALS API
I published a simple, free web API using Node, Python, and MongoDB so that users could quickly query for a list of governors and/or congress members for any state. Currently serves a few hundred requests a week.

TEMPORAL VARIATIONS IN BATHYMETRY AND MORPHOLOGY AT GRAY'S REEF NATIONAL MARINE SANCTUARY
I worked with NOAA researchers to clean/analyze multibeam and sidescan sonar data. We compared this data to previously collected data to see how the reef's morphology changed over time. Project resulted in multiple national and regional awards.

〉 EDUCATION

Bachelor of Science
2008 - 2012

GEOLOGY & ENVIRONMENTAL GEOSCIENCE
College of Charleston
Emphasis on software development, marine geophysics, and GIS applications