

Ryan Kramer

University of British Columbia — *B.Sc, Computer Science*

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RECENT PROJECTS

IoT System — *MQTT Communication*

Developed a scalable water dispensary system that retrieved, displayed and interacted with sensor data from around the world on a website.

Museum Exhibit — *Touch Screen Interactive Display*

Developed 3D interactive exhibit with team of artists on the subject of animal connectivity, developed interactive segments such as planting a bee friendly garden and exploring a 3D map of the region.

Augmented Reality Guided Tour — *Google Tango App*

A mobile app that guides the user from their current location to a selected location using dynamically generated routes via lines of the floor, then displaying a floating contextual info window detailing their destination.

EXPERIENCES

Business Infusions, Calgary — *Mobile Developer*

Jan 2020 - Present

Worked remotely implementing a mobile version of the main desktop product for Android and IOS.

Lumin Arts Inc, Calgary — *Full Stack Developer*

Nov 2017 - Jan 2020

Worked remotely with a small team on a system for connecting venues and artists together. Worked using a variety of frontend, backend technologies.

University of British Columbia, Kelowna — *Software Developer*

May 2017 - June 2018

Collaborated with a team of artists to develop an 3D interactive museum display showcasing animal fragmentation using a touchscreen.

University of British Columbia, Kelowna — *Research Assistant*

Nov 2016 - May 2017

Researched under professor to develop tech demos for client in a variety of fields including real-time image recognition, virtual and augmented reality.

SKILLS

Full Stack Development
Mobile Development
Cloud Computing
Augmented / Virtual Reality
IoT Communication
Linux

LANGUAGES

Java	Javascript
Python	PHP
C#	C++

TECHNOLOGIES

AJAX
jQuery
SQL
Postgres
NodeJS
MarkoJS / React
Express
MVC / MVVM