RYAN QIN

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Education

University of Waterloo

Bachelor of Applied Science in Computer Engineering, option in Artificial Intelligence   *Waterloo, ON, Canada*

Technical Skills

Languages: Java, Typescript, Python, Ruby, C/C++, Rust, Kotlin, Go, Dart
Developer Tools: React, Django, AWS, Terraform, Ruby on Rails, CI/CD, Node, Docker, K8s, GraphQL

Experience

Amazon   **August 2022 – Now**
Software Engineer   *Toronto, ON*
- Developed highly scalable, multi-region payment transmission systems with micro-service architecture in Java, powering thousands of Amazon customers and vendors.
- Designed and implemented a feature to support disbursing payments in bulk, improving customer efficiency by 230%; also conducted stress tests and made design improvements to support higher capacity.
- Implemented a Lambda function to validate and store payment information to database triggered by S3 events, reducing the team's operational burden and increaing the auditability of manual actions.
- Investigated and root caused numerous latency spikes, error/fault alarms as service scaled; worked with upstream teams and documented the required procedures to reduce them.

Arund   **June 2022 – Now**
Co-founder & CTO   *Toronto, ON*
- CTO, co-founder, creator of Arund
- Developed and maintained the official website arund.ca, the mobile application available for iOS and Android, and the application server hosted on AWS; used React, Redux, React Native, Django, Terraform CDK.

Cisco Meraki   **September 2020 – August 2022**
Software Engineer   *Remote*
- Core developer of the Meraki Vision app meraki.vision built with React, Redux, Ruby on Rails, used by millons of Meraki customers.
- Built the video streaming component using HLS, Three.js; improved the streaming performance by tweaking HLS configuration according to the type of camera hardware.
- Implemented a search functionality e2e for cameras, video walls and footage exports, loved and used by Meraki customers.

TobyX   **January 2018 – July 2020**
Technical Lead   *Waterloo, ON*
- Lead the development of a museum exhibition app built with GraphQL and MongoDB; a social network app involving friending and posts; built with React Native, Redux, Express.
- Hosted weekly development scrum meetings and assign tickets to team members strategically.
- Configured application hosting with AWS using services such as S3, EC2, RDS and load balencer, ensured application availability accross multiple regions.

Splunk   **September 2019 – December 2019**
Frontend Developer Intern   *San Jose, CA*
- Implemented a CLI feature for Splunk Phantom, which provides hint-suggestion and auto-completion when typing in slash-commands; well received in the Phantom team demo and released to production.
- Actively seeking for improvement to achieve highest code quality possible, clearly documented using Confluence and JS docstring.

Zynga   **January 2019 – April 2019**
Mobile Game Developer Intern   *Toronto, ON*
- Migrated the Words with Friends mobile game to React Native, MobX and Inversify. Created bridge functions in Java and Objective-C to allow native code execution in Javascript.
- Researched and worked on features involving third-party SDKs such as Facebook and Branch referral system to help increase user retention.

Projects

Sudoku solver | *Rust*   **February 2021**
- Implemented multi-threading on top of a brute-force Sudoku solver to improve the performance using Rust Mutex and threads.