RYAN QIN

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Education

University of Waterloo <div align="right">**Sep. 2016 – May 2021**</div>
Bachelor of Applied Science in Computer Engineering, option in Artificial Intelligence <div align="right">*Waterloo, ON*</div>

Technical Skills

Languages: JavaScript, TypeScript, Python, Java, Ruby, Rust, Kotlin, Swift, Dart, Go
Developer Tools: React Native, React, Node.js, Vue.js, Ruby on Rails, GraphQL, Flutter, Mobile Development
Certificate: AWS Certified Solution Architect – Associate

Experience

Cisco Meraki <div align="right">**September 2020 – Now**</div>
Software Engineer (Intern to Fulltime) <div align="right">*Remote*</div>
- Building customer-facing features for Meraki Dashboard end-to-end with Ruby on Rails and Postgres SQL.
- Building out the camera vision portal as an enhanced user experience alternative to Meraki Dashboard; built with React, Redux and other state-of-the-art tooling.
- Expanding documentation on internal and public-facing APIs.

TobyX (Startup) <div align="right">**January 2018 – July 2020**</div>
CTO, Technical Lead <div align="right">*Waterloo, ON*</div>
- 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 + TypeORM.
- Hosted weekly development scrum meetings and assign tickets to team members strategically.
- Gained practical experience with AWS while architecting the application with services such as S3, EC2, RDS and ELB.

Splunk <div align="right">**September 2019 – December 2019**</div>
Frontend Developer Intern <div align="right">*San Jose, CA*</div>
- 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.
- Wrote unit tests with Jest and feature tests with Cypress.io which can be integrated with Gitlab CICD.
- Actively seeking for improvement to achieve highest code quality possible, clearly documented projects using Confluence and JS docstring.

Zynga <div align="right">**January 2019 – April 2019**</div>
Mobile Game Developer Intern <div align="right">*Toronto, ON*</div>
- Migrated the Words with Friends mobile game to React Native + MobX and Inversify.
- Created custom bridge functions in Java and Objective-C, and refactored native code to avoid code duplication.
- Researched and worked on features involving third-party SDKs such as Facebook and Branch referral system.
- Gained solid understanding of Android development frameworks such as Dagger and RxJava, as well as iOS development with Objective-C and Swift.

Projects

Chat App | *Vue, GraphQL* <div align="right">**January 2020**</div>
- Utilized GraphQL's subscription to achieve real-time messaging functionality.
- Frontend application is built with Vue Apollo, Vuex and Vue Router, also written in TypeScript to allow better maintainability.

Todo App | *Flutter, Android Studio* <div align="right">**November 2020**</div>
- Explore the possiblity of using Flutter to build cross-platform application in an efficient manner.
- Used the Flutter's ChangeNotifier provider API to achieve reactive state management.

Sudoku solver | *Rust* <div align="right">**February 2021**</div>
- Implemented a multi-threading brute-force Sudoku solver to improve the speed.
- The result is checked against an online API to ensure the correctness of the algorithm.