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

Experience

Amazon　　　　　**August 2021 - Now**
Software Engineer　　　　　*Toronto, ON*
- Worked on the Fintech Teller team to build a highly scalable, multi-region payment service with native AWS; largely involved in building new features and inventing new ideas.
- Designed and implemented a Lambda-run script with a custom Excel parser to update DynamoDB content, improving auditability and traceability.
- Implemented idempotency in one of the asynchronous workflows, improving operational excellence and preventing false alarms from happening during transient service provider downtime.

Arund　　　　　**June 2021 - Now**
Co-founder & CTO　　　　　*Toronto, ON*
- CTO, co-founder, creator of Arund - an online marketplace for advertisement.
- 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, React Native, Django, Terraform

Cisco Meraki　　　　　**September 2020 − August 2022**
Software Engineer　　　　　*Remote*
- Main 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 end-to-end a search feature for different database models, imroving the software usability by 30%.

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 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 to help increase user retention.
- Gained solid understanding of Android development frameworks such as Dagger and RxJava, as well as iOS development with Objective-C and Swift.

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.
- The result is checked against an online API to ensure the correctness of the algorithm.