

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: JavaScript, TypeScript, Ruby, Python, Java, Rust, C/C++, Go, Kotlin, Swift, Dart

Developer Tools: React, Ruby on Rails, CI/CD, Node, Docker, K8s, GraphQL, Database, Mobile Development

Certificate: AWS Certified Solution Architect – Associate

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 AWS for Amazon US.
- Designed and implemented a Lambda-run script with a custom Excel parser to update DynamoDB content, improving auditability and traceability.
- Improved operational excellence by building a CloudWatch dashboard for API calls, Lambdas, and message queues.
- Implemented idempotency in one of the major workflows, preventing false alarms from happening during transient service downtime.

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 millions 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 global search feature to search for different Database models, and reduced the load time by using various DAO techniques.

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 balancer, ensured application availability across 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.
- Wrote unit tests with Jest and feature tests with Cypress.io and help integrating them with Gitlab CI/CD.
- 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

Chat App | *Vue, GraphQL*

January 2020

- 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.

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.