Ryan Qin

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Education

University of Waterloo   **Sep. 2016 – May 2021**
Bachelor of Applied Science in Computer Engineering, option in Artificial Intelligence   *Waterloo, ON*

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

Cisco Meraki   **September 2020 – Now**
Software Engineer   *Remote*

- Main developer of the Meraki MV meraki.vision app built with React, Redux, Ruby on Rails, used by millons of Meraki customers.
- Built the frontend video streaming component using HLS, Three.js; improved the streaming performance by tweaking HLS configuration according to the type of camera hardware.
- Created custom fork of a popular time picker and add ability to choose seconds, 24/12 hour mode and integrate that to the Meraki Vision app.
- Experience configuring Gitlab CI/CD, Webpack, K8s to meet the project's incremental needs as it scales from 0 to 100.

TobyX   **January 2018 – July 2020**
CTO, 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.js + TypeORM.
- 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 loader 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.
- 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.