


RYAN QIN

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Education

University of Waterloo

Bachelor of Applied Science in Computer Engineering, option in Artificial Intelligence

Waterloo, ON, Canada

Georgia Tech, College of Computing

Master of Science in Computer Science

Online - graduating 2025

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 a highly scalable, multi-region payment transmission system with micro-service architecture in Java, powering thousands of Amazon customers and vendors internally.
- Designed and implemented a feature to support disbursing payments in bulk, reducing the time to pay by 430%; also conducted stress tests and designed a batching solution to support up to 20k payables.
- Designed and implemented a mechanism to validate and store payment information to database triggered by S3 events, reducing the team's operational burden and increasing 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

- Arund is an outdoor advertisement provider aiming to maximize the exposure and effectiveness using the car-sharing model, with the help of GPS tracking and analytics.
- Developed the mobile application for iOS and Android, and the application server hosted on AWS; used React, Redux, React Native, Django, Terraform CDK.
- Aimed for high scalability and maintainability of the software applications while adhering to the business deadlines and requirements.

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 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 search functionality e2e for cameras, video walls and footage exports, loved and used by Meraki customers.

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.