Olie Ryan-George

Employment

April 2020 CTO & Head of Product, Scribeless, Bristol.

- -May 2021
- Transformed a martech platform haemorrhaging leads into a stable, desirable product by *reforming the team's ad-hoc process* into a process which embraced agile methodologies and prioritised user experience and robustness. In doing this, MRR went from **£0** to **£15K**.
- Represented the product as the go-to person to all stakeholders sharing my in depth knowledge and managing expectations.
- Sculpted Scribeless's purpose, mission and vision together with the CEO.
- Created and managed the roadmap from scratch using a transparent process led by our vision and product collected data.
- Grew the product team to four developers. Enabled them to excel in their work proactively by clearly communicating and documenting the processes, vision and customer personas.
- Brought a unique B2B product for *eCommerce* companies to market and *iterated* using customer interviews I conducted. The product has **100% retention** after nine months.
- Grew relationships with printhouses around the world enabling innovation on our physical product.

Sep 2019 **Technology Consultant**, *KPMG*, London.

–March 2020

0

- Managed cross-functional outsourced teams in a waterfall project lifecycle for a large data migration.
- Immersed myself in a large agile project collaborating with a range of SMEs, and developers across the KPMG team as well as *clients* to raise and manage defects and new requirements in KPMG's largest ever engagement.

Oct 2013 **Football Referee**, *Level 6, 11-a-side, FA Qualified*, Berkshire & Bristol. –Aug 2019

- Officiated adult organised football matches up to FA Step 7 league and County Cup matches.
- Made tough decisions under pressure and communicated them clearly with conviction to a diverse range of people.
- My skills were recognised by the Berks & Bucks FA when I was awarded a promotion to level 6.

Education

- o June 2019 **BSc Computer Science**, *University of Bristol*, *Upper Second*.
- Excelled in programming courseworks written in: Python, Java, Javascript, C, C++, Haskell. Covering software product engineering, machine learning, computer vision, encryption and decryption, operating systems, concurrent computing.
- Explored the theory of computer science in depth and using it to solve problems in a range of fields including data structures and algorithms, human computer interaction, computer architecture, security, networks.
- June 2016 A levels, Maiden Erlegh, Maths (A^*) History (A^*) Physics (B) AS English Language (B).

Notable Projects

- Startup Website: 'Abon' (2019)
- Collaborated with a pre-seed founder to design and develop their readymeal website and order management system.
- The website used Angular, MongoDB, Express, and AWS to display what Abon has to offer, take orders and manage this using the integration of a range of APIs.
- Final Year Project: 'Natural Language Processing in Law' (2019)
- Gathered, interpreted and analysed a large dataset of intellectual property and cultural heritage law documents using natural language processing and machine learning techniques. My findings were presented at the BILETA conference.