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RYAN MARTIN

4A Software Engineering Student

SKILLS

General

C++	Javascript	Ruby
Java	Python	Lua

Web

Rails	ExpressJs	Django
GraphQL	React	Vue
Jest/Mocha	HTML	CSS

Mobile

Kotlin	React-Native
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Tools

Git	OpenGL	SQL
MySQL	MongoDB	Qt

EDUCATION

University of Waterloo 2015 - 2020
Candidate for Bachelor of Software Engineering

EXTRA CURRICULARS

Canadian Computing Competition
Placed in top 10%

Hack4Health 2016 winner

BraceLit – Peace of mind for those afflicted with Alzheimer's

Hack the North 2016 participant

Shark – Billiards locator mobile app

University of Waterloo Intramurals
Hockey, Ultimate, Soccer, Dodgeball

Conrad Grebel University College
Web Master, Leadership Team

INTERESTS

Hockey	Snowboarding
Guitar	Video Games
Rugby	Ping Pong & Pool

WORK EXPERIENCE

Freshii

NodeJs, Vue/Vuex, GraphQL

Software Developer, Toronto ON

Winter 2019

- Decreased load times of online ordering by 10x resulting in 25% increase in conversion rate
- Refactored large pieces of code to improve quality, maintainability, testability and efficiency
- Investigated causes of outages and communicated to the rest of the company, resulting in recovery of \$10,000 in sales

Shopify

Ruby on Rails, Typescript, React/Redux, MySQL

Software Developer, Waterloo ON

Summer 2018

- Rearchitected the underlying model in which Shopify represents a merchant, simplifying the way merchants manage their business
- Developed a business analytics tool to monitor the features being used by Shopify's largest merchants
- Explored challenges with OAuth, GraphQL Apollo, React, and Rails

Shopify

Ruby on Rails, Javascript, MySQL

Software Developer, Montreal QC

Fall 2017

- Enabled hundreds of thousands of merchants to offer discounts to specific customers
- Updated the public REST API to enable Shopify app developers to leverage new features
- Extended and improved both internal and external GraphQL APIs

Autodesk

C++, OpenGL, Lua

Software Developer, Toronto ON

Winter 2017

- Extended Graphics software in order to prepare models for 3D printing, fixing over 50 bugs and implementing new features
- Enhanced 3D camera navigation, rebuilt UI, added cross section visualization, developed dynamic grid system

Jamesway Incubator Company

C++, Qt

Software Developer, Cambridge ON

Summer 2016

- Developed software to control industrial chicken incubators
- Implemented intricate data tools, including real-time graphs

NOTABLE PROJECTS

Skybunk

NodeJS, React-Native, React, MongoDB

Social application on Android, iOS, and web for use in University Residences, with 300+ active users

Medieval Magic

C#, Unity3D, Blender

Large-scale, open world, medieval themed 3D role-playing game which generated a substantial online following across IndieDB, youtube, and other online forums

BoardON

C++, SDL2

2D endless scrolling snowboarding game, with hundreds of downloads