Ryan Martin

4A Software Engineering student at the University of Waterloo

(519) 500-6065
ra2marti@edu.uwaterloo.ca
https://github.com/picklechips
https://linkedin.com/in/ry-m
https://ryanmartin.tech

EXPERIENCE

Freshii, Toronto ON — *Full-Stack Developer*

January 2019 - May 2019 — NodeJS, Vue/Vuex, GraphQL

· 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, Waterloo ON — *Full-Stack Developer*

May 2018 - August 2018 — Ruby on Rails, Typescript, React/Redux, MySQL

· 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, Montreal QC — *Backend Developer*

September 2017 - December 2017 — Ruby on Rails, Javascript, MySQL

· 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, Toronto ON — *Software Developer - 3D Printing*

January 2017 - April 2017 — C++, OpenGL, Lua

· 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 Co, Cambridge ON — *Software Engineer*

May 2016 - August 2016 — C++, Qt

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

EDUCATION

University of Waterloo
Candidate for Bachelor of Software Engineering

September 2015 - April 2020

Relevant courses: Data structures and algorithms, Databases, Networks, Distributed Computing, Intro to Artificial Intelligence

SKILLS

General

C++	NodeJs	Ruby
Java	Python	Lua

Web

Rails	ExpressJs	Django
Vue/Vuex	React/Redux	GraphQL
HTML	Javascript	CSS

Mobile

Kotlin	React-Native

Tools

Git	OpenGL	SQL
MySQL	MongoDB	Qt

PROJECTS

SKYBUNK
https://github.com/cguc
NodeJS, React-Native, React, MongoDB

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

MEDIEVAL MAGIC
https://www.indiedb.com/games/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
https://github.com/picklechips/boardon
C++, SDL2

2D endless scrolling snowboarding game, with hundreds of downloads

EXTRA CURRICULARS

Canadian Computing Competition
Placed in the top 10%

Hack4Health 2.0 winner
Brace*Lit* -Peace of mind reminder service for those afflicted with alzheimers

Hack the North 2016 Participant
Shark - Billiards locator mobile app