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RYAN MARTIN
3B Software Engineering Student

SKILLS

General

C++	Ruby	NodeJS
Typescript	Python	Lua

Web

Rails	Javascript	React
Redux	HTML	CSS

Mobile

Java	React-Native

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
Brace*Lit* – 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

EXPERIENCE

Shopify   Ruby on Rails, Typescript, React, Redux, MySQL
Software Developer, Waterloo ON   Summer 2018
• Explored, designed, and implemented the early stages of a very large scale multi-year project
• Increased merchant engagement by creating a tool to monitor whether or not Shopify's largest merchants were utilizing their available features

Shopify   Ruby on Rails, Javascript, MySQL
Software Developer, Montreal QC   Fall 2017
• Strengthened merchant-customer relations by developing a feature available to hundreds of thousands of merchants, allowing them to offer a discount to any specific customer
• Provided a rich 3rd party developer experience by extending Shopify's public REST and GraphQL APIs

Autodesk   C++, OpenGL, Lua
Software Developer, Toronto ON   Winter 2017
• Fixed over 50 bugs and implemented multiple features for software which prepares and sends models to a 3D printer
• Significantly improved overall user experience by greatly enhancing the camera navigation controls, with smooth camera transitions
• Reworked the cross section tool, providing more intuitive control and better functionality

Jamesway Incubator Company   C++, Qt
Software Developer, Cambridge ON   Summer 2016
• Developed the client-side software to control industrial chicken incubators in large-scale hatcheries around the world
• Allowed hatcheries to better monitor their systems by implementing an intricate and detailed reporting system, including real-time graphs

PROJECTS

Skybunk   NodeJS, React-Native, React, MongoDB
Social application across Android, iOS, and web currently used by all 250+ Students and Staff of Conrad Grebel University College

Circle   NodeJS, MongoDB, Handlebars
Social media platform intended to connect old circles of friends

Medieval Magic   C#, Unity3D, Blender
Large-scale, open world, medieval themed 3D role-playing game

BoardON   C++, SDL2
Full 2D endless scrolling snowboarding game, available for download