

Ryan Martin

4A Software Engineering student at the University of Waterloo

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EXPERIENCE

Instacart, Toronto ON — Software Engineer intern

January 2019 - May 2019 — React/Redux, Typescript, Angular.js

- Refactored large pieces of the cart and checkout experience on the enterprise platform, improving maintainability and testability
- Introduced a pattern to incorporate analytics into redux microapps to be used across the organization
- Implemented new features in both angular and react, while responding to high priority bugs in a timely manner

Freshii, Toronto ON — Software Engineer intern

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

- Decreased load times of online ordering by 10x resulting in 25% increase in conversion rate
- Investigated causes of outages and communicated to the rest of the company, resulting in potential recovery of \$10,000 in sales

Shopify — Software Engineer intern

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

- 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

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

- Enabled hundreds of thousands of merchants to offer discounts to specific customers
- Extended and improved both internal and external GraphQL APIs

Autodesk, Toronto ON — Software Engineer intern

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 Typescript 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

BraceLit - Peace of mind reminder service for those afflicted with alzheimers

Hack the North 2016 Participant

Shark - Billiards locator mobile app