Ryan Martin

Software Engineer / Full-Stack Developer

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WORK EXPERIENCE

Instacart, Toronto ON — Software Engineer intern

September 2019 - December 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 — Bachelor of Software Engineering

September 2015 - April 2020

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

Hack the North 2016 Participant
Shark - Billiards locator mobile app