

# Ryan Heinrich

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## Summary:

Lead Software Developer with 7+ years of work experience guiding developer teams with coding, testing, and product launches. Experience with Agile and Scrum workflows. I worked heavily on the application side of multiple products to develop features and meet deadlines. I have experience building a tech start-up from the ground up, assisting with sales, customer satisfaction, marketing, and leading software development. I love solving difficult problems.

## Programming Languages:

C#, .Net, JavaScript, SQLite, Objective C, Java, HLSL/Cg, HTML, Node.js, Gitlab CI, AWS Cloud Solutions (S3, RDS, EC2, IAM)

## Experience:

### Kinemagic/Audubon Engineering

05/2017 – Current: Lead Developer

- Founding Member of a Software/Engineering start up
- 7+ years using C# in the work force.
- 5+ year working with Gitlab and automating various processes.
- Developed Web render engine from the ground up.
- Experience selling and working with sales force to procure and finalize contracts.
- Involved in Multiple product launches using VR and AR on Windows, Android, and IOS.
- Some experience with Docker and container tools.
- Experienced member and leader of development teams.
- Understand of video game engine Unity and fundamental development best practices.
- Strong understanding of multithreaded systems and rendering systems.
- Experience creating, hosting, and managing multiple websites.
- Successfully launched app on some of the most secure networks in the world.
- Experience working on Front-end and Back-end for application.

## Education:

### University of New Orleans

2010-2017 GPA 3.5

- Bachelor's Degrees in Computer Science and Music Studies
- Achieved Dean's list last four semesters.
- Team Leader in VR Project launch to industry professionals.

### Archbishop Rummel High School

2003-2008 Graduated GPA 3.0

References available upon request