

Ryan Smith

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EDUCATION

Queen's University, *Bachelor of Computing (Honours)*

2020 – 2024

Fundamental Computation

RELEVANT WORK EXPERIENCE

Driven

MAY 2022 – AUG 2022

Intern Developer

Kingston, ON

- Produced high-quality, secure, and readable code for deployment in **5 large repos** consistent with company standards and guidelines.
- Performed frequent **code reviews** for colleagues' pull requests on **GitHub** to ensure quality of potential production code prior to sandbox/production environments.
- Presented changes and new features in the form of **Zoom demos** to the development team of **roughly 40 people** and addressed any changing or new requirements, as well as questions. Additionally, **provided feedback** or inquired about the demos from other co-workers.
- Gained experience as a **fullstack** developer, with a focus on **backend** coding most often.

Thinking Capital

MAY 2021 – AUG 2021

Intern Developer

Kanata, ON

- Worked in a startup environment in the **Fintech** space on evolving newly created **highly-secured cloud platform** software used by **thousands of small businesses** in Canada.
- Collaborated in sprints with a team of **30+ developers** on the development lifecycle from requirement gathering to production releases.
- Implemented new features and bug fixes to client-facing interfaces, internal portals, and backend platform code using primarily **Ruby and HTML/CSS**.
- Refactored and enhanced existing code/tests, including **CircleCI** tests to meet changing requirements of new features and products to **maintain high code coverage**.

Queen's University - Alma Mater Society

SEP 2024 – APR 2025

StuCon Event Staff

Kingston, ON

- Provided peer-to-peer security at various AMS-sponsored events in vastly different environments (bar, outdoors, arts centre).
- Observed crowds of typically **100+** students to monitor for any potential security issues and enforce rules provided by venues.
- Conducted ID checks (in addition to bag checks/patdowns) to verify students are of age for events containing alcohol, and monitor status of students to ensure safety.
- Maintained a vigilant watch upon events unfolding to ensure the safety and enjoyment of all parties involved.

Queen's University - ORT

FEB 2022 – SEP 2022

Orientation Leader

Kingston, ON

- Set up and helped to ensure the smooth running of **15+ events** for incoming Computing students in a variety of indoor and outdoor environments, in collaboration with a personal group, as well as the larger group of 'Techs' (leaders).
- Assisted with transition to university life by providing support and positivity to **250+ incoming students**, as well as answering any questions posed regarding Queen's, Kingston, or university life in general.
- Helped to create a welcoming and safe environment for new students of all backgrounds in leading an orientation group containing **over 20 students**.

PROJECTS

Synapsis, *Queen's University Biotech Club*

JAN 2025 – APR 2025

- Worked on a mobile application in the app dev team to help users manage their IBD. Features included symptom tracking, journal feature, insights, diet tracking, and more.
- Using **React Native** with **Expo** to produce code that functions on Android and iOS.
- Personally implemented authentication functionality using **Supabase**, with options to sign in with GitHub, Google, Discord, or Email to increase efficiency and ease of use in both signup and sign in processes for the end user.

Personal Website, *Portfolio*

PRESENT

- A personal portfolio website project made with **HTML** and **CSS** designed to display experience as well as .
- See more here.

scannAR, *QHacks Award Winner*

2022

- Our group created a prototype for a marketplace product called scannAR, which uses **Unity** and **Lean Touch** as well as 3D models to allow users to scan products they want to sell. These objects can be replicated on the purchasing customer's end using AR to project a visual display of the size and shape to ensure the product is as expected.
- My role in this project was to **create the marketing website** to present our product to the judges. I worked in a team of **four students**, over the course of **36 hours** using **GitHub** for version control and **HTML/CSS** for development of the promotional website.
- See more here.

SKILLS

Programming languages: Python, Java, Ruby, HTML, C, CSS, JavaScript, LaTeX, BASH, SQL, Typescript, C++

DevOps: Git, Zenhub, CircleCI, Jira, Heroku, Slack

Hardware: PC building experience, Metal/Woodshop experience, MIG Welding experience

Other: Agile, Scrum, Waterfall, Kanban, Canva, AutoCAD, Bootstrap

Certifications: CPR-C + AED, First Aid, Smart Serve

Languages: English (Native), French (Fluent)