

# Ryan Watkins

rwatkins@esri.com

909 793 2853 x5012

<https://ryan-watkins-portfolio.netlify.app/>

## UI/UX Engineer

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### Experience

March 2016 - Current

#### **UI/UX Engineer / Esri Professional Services**

Work with Esri's professional clients to consult, design and develop user experiences and user interfaces.

Establish a knowledge base and create reusable patterns for the UI/UX Tech Center and clients.

Share knowledge and experience of current development techniques with clients and the rest of the Professional Services department.

Mentor incoming UI/UX hires on the company's and tech center's logistics and expectations.

October 2015 - March 2016

#### **Front-End Developer / Haven Agency**

Implement the UI and front-end of complexly designed and highly available webpages for clients.

Contribute ideas and development to an in-house UI framework.

Engage in regular code reviews of project work.

December 2014 - October 2015

#### **UI Developer / Neustar Marketshare**

Prototype and implement the UI for the major release, fully redesigned flagship product suite.

Maintain the UI of the older versions of the product suite.

Work in an Agile environment with regular peer code reviews.

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### Select Projects

2021

#### **US DoD STRATCOM / Lead Designer and UI Developer**

Developing a full custom web interface for US STRATCOM in ReactJS using Material UI and Calcite UI Icons. The solution heavily utilizes the ArcGIS JS API and is capable of running in multiple browser windows.

2021

#### **US DoD FOGLIFT / Designer and UI Developer**

Designed and developed a prototype UI for a US DoD client to present embedded web applications in a branded environment. The prototype was accepted and the prototype code was promoted to the production implementation and deployment. The prototype was built in ReactJS with Material UI components.

2021

**Airborne Snow Observatories / UI Developer**

Was brought onto the team as an expert in functional layouts to write the page layouts for the project. The solution was created with Svelte and used Calcite Components.

2020

**ArcGIS Indoors Spaceplanner / UI Developer**

Developed the UI for an administrative application to ArcGIS Indoors called Spaceplanner. Worked with the designer to implement the UI to specification and worked along other developers to meet a tight deadline for release. The solution was built on ReactJS with Calcite-React and Styled-Components for customizations.

2020

**UAE Government of Oman / Designer and UI Developer**

Designed and implemented the UI for a dashboard web application that monitored the trade between Oman and other countries. The solution utilized the ArcGIS JS API and ArcGIS Rest JS with ReactJS and Material UI components.

2019

**IRWIN App Suite / Designer and Lead Front-End Developer**

Contributed to the design and development of three web applications called Observer, Roll Call and Director. Designed, developed and deployed new features for Observer while maintaining the original code base and directing one other developer. Designed, developed and deployed the front-end for brand new apps Roll Call and Director. The solution was built in ReactJS with Redux and Material UI components.

2019

**GIC Visual Inspection Studio / Designer and UI Developer**

Inherited and enhanced designs for the insurance based, high definition imaging web application. Developed the user interface that was then shown at that years Esri User Conference. The solution was built on ReactJS with Calcite-React components and Styled-Components for customizations.

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***Presentations***

2020 - 2021

**Layouts with CSS Flex and Grid**

*Professional Services Developer Community  
Esri Global Distributer Workshop*

2019

**Bootstrap your React Apps for the ArcGIS API for JavaScript**

*Esri Developer Summit*

2019

**CSS Layouts**

*Professional Services Developer Workshop*

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## *Publications*

2016

**Procedural Content Generation for Unity Game Development**

*Packt Publishing*

*ISBN - 9781785287473*

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## *Education*

2011 - 2014

**B.S. Computer Science**

*University of California - Riverside*

2007 - 2009

**Game Art & Design**

*The Art Institute of California - Los Angeles*

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## *Skills*

- HTML, CSS, JavaScript, TypeScript, C#
- ArcGIS JS API, ArcGIS Rest JS
- ArcGIS Web Appbuilder, ArcGIS Experience Builder
- React, Svelte, Redux, Unity3D
- Node, NPM
- Git, Github
- Adobe Photoshop, Adobe Illustrator, Adobe XD, Sketch, Figma
- Agile Development