

Ryan Watkins

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UI/UX Engineer

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.

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.

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

Publications

2016

Procedural Content Generation for Unity Game Development

Packt Publishing

ISBN - 9781785287473

Education

2011 - 2014

B.S. Computer Science

University of California - Riverside

2007 - 2009

Game Art & Design

The Art Institute of California - Los Angeles

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