Ryan Willette

Server-side & applications software developer. Hard-working, and always eager to learn.

13703 Windy Creek
San Antonio, TX 78023
(210) 573-3132
ryancwillette@outlook.com

https://github.com/rbrick | https://www.linkedin.com/in/ryancwillette/

EXPERIENCE

Moonsworth LLC, Remote — *Client Developer*

MAY 2020 - PRESENT

Working on the largest modpack & anti-cheat for the game Minecraft used by 100,000+ players daily. Specialize in low-level rendering using OpenGL, and applying code optimizations. Created numerous mods including one for MumbleLink using C++ & JNI. Implemented a cosmetics framework for players to wear things such as hats & ties. Worked with creating deployment scripts in Python to deploy our client to thousands.

MCTeams, Remote — *Lead Developer & System Administrator*

JANUARY 2018 - JUNE 2020

Small business started with friends to create plugins & run Minecraft game servers. Acquired old FrozenOrb server "MCTeams". Created the website, setup backend servers, and created every library used in creation of our games. Used the Bukkit API to create plugins for the Minecraft Server. Created own fork of the Minecraft Server "Spigot" with performance enhancements and bug fixes. Developed a service for linking Minecraft accounts to Discord & Telegram called "LinkMC" with a backend REST & WebSocket API written in Go & connector library written in Java to give players rewards.

PROJECTS

mystery-gift-dns — *Written in Go, hobby*

An experimental project to distribute custom Pokemon mystery gifts through a custom DNS server, taking advantage of an exploit due to how Nintendo created their SSL certificates .
https://github.com/rbrick/mystery-gift-dns

GBC — *Written in Go, hobby, WIP*

A Gameboy Color emulator written in Go. Uses OpenGL (SDL2) to render graphics and play audio. https://github.com/rbrick/gbc

AWARDS

StateFarm Coding Competition Finalist - 2017

FAMILIAR TECHNOLOGIES

Git
Maven
MySQL, PostgreSQL, SQLite
MongoDB
Redis
Amazon Web Services
Google Cloud Platform
Docker
RabbitMQ

PROGRAMMING LANGUAGES

Java
Go
Python
C/C++
HTML5/CSS3/JS

Coronavirus case tracker — *Written in Go and TypeScript*

Collects data & statistics on infections, deaths, and recovery from Johns Hopkins University & others to keep up to date. Written as a Telegram bot in Go https://github.com/rbrick/corona-tracker

Krieger — *Written in Go/C, hobby, hiatus*

Video color analysis utility and microservice for parsing subtitles & correlating the timestamps with frames from video for users to search and generate GIFs from their favorite shows.
https://github.com/FiggisAgency/krieger

Imgy — *Written in Go*

Self-hosted screenshot and video hosting service. Supports multiple user authentication through the use of OAuth2 services. API keys, support for TLS/HTTPS, storage through AWS S3, Docker support. Highly configurable. Friendly, easy to use UI. https://github.com/rbrick/imgy