Ryan Green

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Software Engineer

Summary

Software Engineer with a fervor for challenging and engaging roles. History of writing excellent code, creating automated tests, and improving system functionality. Drive for new challenges and unique problems to solve through code, with a passion for creating new code and working within new projects. Eager to continue learning within software development and system improvement, with a desire to tackle complex challenges and lead the process of creation throughout a product's life-cycle.

Languages: Python, Ruby, Java, C++, C#, Javascript

Tools: PostgreSQL, GraphQL, Spring, Github, Jenkins, Pytest, Playwright

- Quality Assurance
- Database Management
- Automation & Testing
- Leadership & Mentorship
- Creative Thinking
- Project Management

Career

Software Engineer, Fair.com, Santa Monica, CA   11/2018 to 05/2022

Key stakeholder throughout all phases of software development life cycle for company intranet, external vendor site, and front-facing public site, completing requirements analysis, design, testing, implementation, maintenance, and debugging. Partnered with product managers and technical leads, scoping tickets and completing QA testing for all Fair products. Led mentoring initiatives with junior developers, training staff on proper code life cycles and Github usage.

- Successfully created QA automation repository and tests in Ruby for 3 of Fair's websites - 2 internal tooling sites, and the public facing domain site.

- Shifted from Ruby to Python utilizing Pytest and Playwright, when the company had re-launched the product.

- Trained new QA team members, and aided in their growth within Fair and in Python.

- Developed a cross-browser extension in Python to support user shopping through various car shopping websites.

- Utilizing PostgresQL and GraphQL, and the data collected from the cross-browser extension, provided users with best matched cars at best prices compared to other car shopping websites.

- Created ability in plugin to immediately compare a vehicle on a website to that on the Fair website and would allow users to one-click directly to that same vehicle or type on Fair's website.

- Was mentored in the use of Pandas library, Python, for small internal data-science projects. Demonstrated knowledge by creating graphs in Jupyter to show the most popular vehicles by area.

- Created proper Confluence documentation for all code contributions

Continued…

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Software Engineer, Spokeo, Pasadena, CA   2/2017 to 9/2018

Created a system to validate and test sitemaps, asset compression, and serviceworker. Met with internal management and QA teams to understand requirements, develop project plans, and implement important software automation and upgrades. Ran debugging and automated testing using Jenkins to verify project success.

- Completed and analyzed more than 450 automated tests for the internal SEO team.
- Developed all-in-one Chrome plugin tool for use during regression testing.

Software Engineer in Test, InnovaSystems International, San Diego, CA   8/2016 to 12/2016

Partnered with developers and product owners to understand website performance and opportunities for improvement. Used C# to design and develop automated tests designed to confirm web functionality, and logged bugs identified using Visual Studio online.

Software Intern, California State University, Seaside, CA   6/2014 to 7/2016

Successfully maintained and improved a club database, controlling registration, event creation, and member services. Assisted with paperless documentation initiative, creating software in JavaScript to reduce printed documentation. Created a system to display user-submitted content on campus-based digital signage.

Education

Bachelor of Science, Computer Science – Software Engineering, 2016
California State University, Monterey Bay

Student Leadership

Student Assistant, IT Support Services – California State University, Seaside, CA   8/2015 to 5/2016

Repaired, updated, and cleaned student computers, providing training on proper computer care.

Director of Inter-Club Affairs, Associated Students, Seaside, CA   1/2014 to 5/2015

Elected position, overseeing 102 non-sports campus clubs with a budget of $50,000.

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Projects   **Fishackathon**   2016

Built an Android app to support the protection of Marine Protected Areas (MPA) in the Philippines, with multi-language English and Tagalog functionality. Geocoded MPAs using Google Maps API, added notification for boats entering MPAs, included resources regarding MPA laws, and implemented a live weather update functionality.

- Achieved 1st place within the competition.

Hack UCSC   2015

Using Android, Bluetooth, SQL, and JavaScript, created a system to detect when elderly individuals fall, notifying emergency personnel if the individual remains unresponsive, and shutting the system notification down if the individual returns to upright.