

Ron Gruesbeck

San Leandro, CA | 510.327.5388 | rongruesbeck@gmail.com

LinkedIn: [linkedin.com/in/ron-gruesbeck](https://www.linkedin.com/in/ron-gruesbeck)

GitHub: github.com/rgruesbeck

Portfolio: github.com/rgruesbeck/projects

TECHNICAL SKILLS

- **Proficient:** JavaScript, React, Node.js, Express, P5.js, LevelDB, HTML5, CSS3, Bash, Git
- **Exposure:** Python, C++, Ruby on Rails, AWS (EC2, S3, SNS), AngularJS, MongoDB, PostgreSQL, Docker

PROFESSIONAL EXPERIENCE

Gometa | Software Engineer | San Diego, CA

Jan 2019 - Oct 2019

- Engineered customizable cross-platform games to drive user growth on platform using JavaScript, HTML5 Canvas, Preact, P5.js, Node.js, and Express, delivering 12 unique games and publishing 6 open-source game libraries.
- Developed 7 KaiOS utility app templates with off-line first features using JavaScript, Node.js, and Express featuring Gometa on KaiOS partners page and blog posts.
- Created full stack Craigslist-like demo for internal development platform using JavaScript, React, Node.js, Express, and Firebase, to support no-code application marketplace.
- Crafted library for loading game assets with graceful fall-backs with JavaScript improving game startup and eliminating game freezes due to network errors while loading.
- Architected special partitioning library for games with JavaScript, reducing game character's collision detection calls to its local area significantly improving performance when there are lots of characters on screen.
- Built image cache for raw/decoded image data in JavaScript and Canvas, improving performance of draws to screen.
- Designed library for emitting swipe events with useful attributes for game input including direction, velocity, distance, and duration using JavaScript, improving user experience on mobile devices.
- Constructed library for auto unlocking browser audio contexts on mobile devices with JavaScript improving game audio experience before game play.

Nixie Agency | Software Engineer, Co-Founder | Oakland, CA

Aug 2014 - Dec 2018

- Developed space management platform with indoor map features using JavaScript, Go, React, Leaflet, SnapSVG, SQL Server, AWS (S3, EC2), and Docker, achieving performant UI with < 500ms indoor map load times.
- Developed web site and online gallery platform for local artists using Ruby on Rails, PostgreSQL, ActiveRecord, Heroku, AWS (S3, SNS), and Docker, increasing site traffic by more than 25%.
- Engineered web site with ticket sales and custom admin interface using JavaScript, AngularJS, Node.js, Express, Heroku, S3, MongoDB, Stripe, and Docker, reducing ticket sale friction by 20%.

Sutter Home | Senior Lab Technician | Napa, CA

Aug 2010 - Jul 2013

- Developed prediction model for ethanol and methanol concentrations in wine from methanol data using Python and R, demonstrating reduced analysis time from ~45 minutes to ~5 minutes.
- Automated recheck process for enzymatic test results using VBA, minimizing time spent on rechecks for enzymatic results by more than 75%.

EDUCATION

B.S. Biology, *Pacific Union College*

Aug 2010

PROJECT WORK

Arcade Lib | Software Engineer | [code](#)

2019

Published open source libraries - 'arclib-sprite' and 'arclib-overlay' for use in building games from Unix Philosophy style components.

- Created sprite library with JavaScript improving developer flexibility with attachable render methods and chainable updates, and reducing both garbage collection and render calls with a built in object-pool.
- Designed overlay library for use in games with JavaScript and lit-html, providing flexible DOM template in under 3kB.

Multibook | Software Engineer | [live](#) | [code](#)

2018

Search interface for Jazz lead-sheets (sheet music) from Internet Archive.

- Developed and designed UI for searching and displaying Jazz lead sheets hosted by Internet Archive using JavaScript, React, and IPFS, reducing initial page load size by 15%.

ACTIVITIES

Musician, *Working keyboard player playing R&B and Gospel music.*