Ryan Pals

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EXPERIENCE

Zesty.io Remote, USA

Frontend Developer 2

Mar 2022 - Feb 2023

- Created metrics reporting dashboard to improve user's billing understandability
- Converted application from legacy SASS based design system to CSS-in-JS base Material UI
- Led implementation of incremental TypeScript adoption plan
- Redesigned several user experiences including digital asset manager, global search experience, and navigation.

Hobu, Inc lowa City, IA

Software Engineer

Feb 2019 - Mar 2022

- Rewrote OpenLayers & React based GIS application for National Geospatial-Intelligence Administration
- Submitted shader improvements to Potree (open source 3D GIS web renderer)
- Submitted new modules to PDAL open source point cloud processing software allowing for reading/writing of OBJ point cloud files files
- Built out 3D rendering application to assist in the researching of glacier movements (helheim.lidar.io)

Software Engineering Intern

May 2018 - Aug. 2018

- Utilized Amazon Web Services technologies to create a cloud application that allows user-friendly utilization of existing company maintained open-source data processing software
- Contributed to GitHub documentation of open-source point-cloud data processing workflow
- Reviewed code changes and incorporated peer feedback as part of company code review process

SKILLS

Languages

TypeScript/JavaScript, Python, Bash, C/C++

Software/Technologies

React, Redux, WebGL/ThreeJS, OpenLayers, GNU/Linux, vim, Docker, Node.js/Express, Django

EDUCATION

Iowa State University

Ames, IA

Bachelor of Science in Computer Engineering

Aug. 2015 - Dec. 2018

- Final Cumulative GPA 3.35, Junior/Senior GPA 3.72
- Supplemental Focus Area in Cyber Security
- Awards and Scholarships:
 - College of Engineering Dean's List Fall 2017, Spring & Fall 2018
 - Award for Competitive Excellence
 - Cardinal Leadership Scholar Award
 - College of Engineering Scholarship (Boeing Company Award)