RYAN THOMAS

FULL-STACK SOFTWARE DEVELOPER

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DEVELOPER BACKGROUND

FULL-STACK SOFTWARE DEVELOPMENT STUDENT
BOISE CODEWORKS

2019

-5pent 500+ hours of hands-on coding in front- and back-end languages.
-Completed over 20 substantial projects in 13 weeks.
-Built capstone project *Legato*, designed to connect local musicians and venues, with three team members.
-Built Hackathon project *PeevePost* with four team members; was recognized as the top project by CodeWorks instructors.
-Attended the majority of optional Fireside lessons to further coding knowledge.
-Implemented Scrum methodologies into major projects.

WORK EXPERIENCE

ASSISTANT MUSICAL DIRECTOR (AMD) / MUSICIAN
ROYAL CARIBBEAN INTERNATIONAL

2014-2018

-Served as lead alto saxophonist in orchestra, performing shows for thousands of guests per week.
-As AMD, was responsible for all live music on board one of the world's largest cruise ships and managed roughly 30 international musicians at a time.

GRADUATE TEACHING ASSISTANT
UNIVERSITY OF IDAHO

2012-2014

-Taught collegiate-level course and directed various musical ensembles.
-Assisted with managing saxophone studio consisting of almost 20 students.

PROFESSIONAL SUMMARY

A passionate and resourceful software developer willing to take on new challenges and solve complex problems, working well on solo projects or on a team. Proficient at building full-scale applications from scratch utilizing a variety of programming languages.

ACADEMIC BACKGROUND

BOISE CODEWORKS

FULL-STACK IMMERSIVE PROGRAM
CERTIFICATE OF COMPLETION (2019)

UNIVERSITY OF IDAHO

M.M. IN MUSIC PERFORMANCE
CLASS OF 2014

BOISE STATE UNIVERSITY

B.M. IN MUSIC EDUCATION
CLASS OF 2014

TECHNOLOGY SKILLS

-HTML5, CSS, JavaScript, Git/GitHub, Vue.js, Node.js, Express, MongoDb, Bootstrap, C#,.Net, SQL, Scrum, GameMaker Studio 2