Ryan J. Parker

Full-stack Software Developer

Creative developer dedicated to **continuous learning** and problem-solving. Collaborative **team player** committed to building **impactful** and **human-centered** software that is **beautiful** to look at and **intuitive** to use.

/in/**ryanparkerdev**

+1-831-869-6661

github.com/**ryan-j-parker**

ryan.jos.parker@gmail.com

ryanparker.io

TECH STACK

Languages:
Javascript
CSS3
HTML5

Tools:
Git + GitHub
Heroku
Netlify
Postman
Beekeeper
Gimp 2.0
NPM

Skills:
Mob + Pair programming
Remote collaboration
Test-driven development
Communication

Libraries + Frameworks:
React
Node.js
Express.js
Three.js
Rapier
GSAP

Testing:
Jest
Supertest
React Testing Library

EDUCATION

2023
FULL STACK SOFTWARE DEVELOPMENT
Alchemy Code Lab
1000+ hours of software development training

2022
BACHELOR OF ARTS, ANTHROPOLOGY
Washington State University
Graduated summa cum laude

PROJECTS

SOUND PALETTE   GITHUB | LIVE
REACT, REACT THREE FIBER, LEVA, WEB APIS
Built in a 4-day sprint with a team of 5
A 3D audio visualizer that uses keyboard notes to render gradients

- Crafted a dynamic and immersive 3D UI with React Three Fiber and built a highly customizable GUI with Leva
- Led team in refactoring API module from a class to a functional component
- Developed a context provider to pass state between components, streamlining state management & facilitating the creation of new features

COLLABO   GITHUB | LIVE
JAVASCRIPT, SUPABASE, WEB APIS, REACT
Built in a 4-day sprint with a team of 5
An app for facilitating remote collaboration between musicians

- Completed full React migration of original codebase and implemented several new features, including user profiles and custom avatars
- Built landing page with OAuth and wrote backend API calls to authenticate users
- Founded an LLC with the team, with the core developers having equal shares in ownership and biweekly stand-up meetings to plan ongoing development

ESCAPE FROM TERMINAL FOREST   GITHUB
EXPRESS, NODE, POSTGRESQL, RESTFUL API ROUTES
Built in a 4-day sprint with a team of 4
A terminal-based escape room adventure game

- Developed a library of unique ASCII assets and the conditional logic for display
- Built and styled a CLI, implemented Express middleware for user authentication, and created a PostgreSQL database for in-game objects and player inventory items
- Connected the frontend and backend through RESTful API routes, deployed the backend on Heroku, and published the app as an NPM package

MADDIE'S MARBLE NINJA WARRIOR   GITHUB | LIVE
REACT, REACT THREE FIBER, RAPIER PHYSICS LIBRARY
Built in a 3-day sprint as a solo project
A timed 3D obstacle avoidance game

- Implemented physics interactions and keyboard controls by learning a new library
- Built a modular level system with procedurally-generated obstacles and a custom hook to handle game state
- Implemented postprocessing to create a more visually appealing aesthetic

EXPERIENCE

Research Assistant, Washington State University

- Developed proficiency with the total station, ground penetrating radar unit, and modern archaeological techniques in a public-facing role
- Interpreted geospatial data using GPR software (GPR Slice and RADAN) to identify subsurface anomalies across 5000m2 and cataloged them for further investigation

Art Consultant, Claypoole Freese Gallery

- Consistently exceed quarterly sales goals by at least 10% by implementing a proactive client follow-up strategy via phone and email using the existing database
- Increased sales conversion rate among local clients through a unique strategy of personally installing and lighting a curated selection of paintings in the client's home