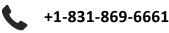# Ryan J. Parker

Creative Frontend Software Developer

Highly motivated creative developer specializing in UI, UX, 3D, and front-end development. Passionate about efficient problem-solving through code, collaborative teamwork, and continuous learning.

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Tech stack

Frontend:
React
TypeScript
JS/CSS/HTML
Svelte

Backend:
Node.js
Express.js
Next.js

Deploying:
Netlify
Heroku
Vercel

Creative:
Three.js
Adobe:
 - Premiere Pro
 - Photoshop
 - Dimension
 - Illustrator
 - Xd

Database:
PostgreSQL
Supabase
MongoDB

Testing:
Jest
Mocha
Supertest
React Testing Library

Tools:
Webpack
Postman
Socket.io
Beekeeper Studio

Skills:
Mob + pair programming
Remote collaboration
Test-driven development
Agile methodology

Education

Alchemy Code Lab
Certificate, Full Stack Software Development
2023
Received 800+ hours of hands-on training

Washington State University
B.A. Anthropology
2022
Graduated summa cum laude

Projects

Sound Palette　　GITHUB | LIVE
↳ *React, React Three Fiber, Leva, Web Audio API*
Built in a 4-day sprint with a team of 5
A 3D audio visualizer that uses piano keyboard notes to render color gradients
- Crafted a dynamic and immersive 3D UI with React Three Fiber and built a GUI using Leva that gives users over 20 customization options to fine-tune their experience
- 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 Audio API, 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, REST APIs*
Built in a 4-day sprint with a team of 4
A terminal-based escape room adventure game
- Developed a library of 30+ 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

Marble Ninja Warrior　　GITHUB | LIVE
↳ *React, React Three Fiber, Leva, Drei, Rapier*
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, with all app data passed through a context provider
- Implemented postprocessing to create a more visually appealing aesthetic

Experience

Software Engineer, Freelance
- Collaborated closely with clients to understand their specific needs and expectations, translating them into high-quality, customized software solutions
- Engaged in all phases of the software development lifecycle, from initial requirements gathering to design, coding, testing, documentation, and deployment

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 catalog them for further investigation