

# RYAN MAPA

## Software Developer



| [ryan.m.mapa@gmail.com](mailto:ryan.m.mapa@gmail.com) | phone: (415) 350-7533

---

## SKILLS

- |               |              |                 |
|---------------|--------------|-----------------|
| ▫ Javascript  | ▫ Ruby       | ▫ Ruby on Rails |
| ▫ React.js    | ▫ Redux      | ▫ D3.js         |
| ▫ HTML        | ▫ CSS        | ▫ SQL           |
| ▫ jQuery      | ▫ PostgreSQL | ▫ Git           |
| ▫ Google Apps | ▫ Asana      | ▫ Zendesk       |
| ▫ Jira        | ▫ Salesforce | ▫ GoodData      |

## PROJECTS

### Movie Time

[Live Site](#) | [Github](#)

*Movie time is a data visualization of live box office data from IMDB using the d3 library. Data is scraped from IMDB. The DOM is parsed through the use of regular expressions(regex).*

- D3.js used to create dynamic bubble chart with force simulation
- Used cors-anywhere to get scrape server-free
- Used Regex to isolate desired data from DOM string

### TableUp

[Live Site](#) | [Github](#)

*Fullstack single-page web app with Rails backend/PostgreSQL and React/Redux frontend inspired by OpenTable.*

- Implemented a search that queries across restaurant, location, and cuisine type.
- Created calendar and time selection dropdown for reservations with react-datepicker that shows only valid reservation times.

## EDUCATION

### App Academy (Summer 2017)

Immersive software development course with focus on full stack web development

### Product School (Summer 2016)

Product Management and SCRUM Master certification

### University California Davis (Spring 2009)

BS - Environmental Toxicology

## EXPERIENCE

### Chef and Host

*EatWith*

April 2016 - Present

- Hosted unique dinners for parties of 6+ who sign up through the EatWith platform
- Specialized in Japanese food, Filipino food, and surf and turf.

### Project Manager

*Wolfire Games*

November 2016 - Dec 2016

- Implemented Agile-based process for a goal-oriented product release schedule by working with engineers and designers, and all major stakeholders.

### Manager of Product Operations

*Humble Bundle Inc.*

February 2015 - October 2015

- Ownership of over 200 Humble Bundle products resulting in over \$100 million in revenue.
- Created and scaled QA and Operations teams at Humble Bundle.
- Developed product operations process and inter-departmental procedures for all products.
- Managed a team of 10+ individuals responsible for the production of all Humble Bundle products.

### Operations Manager

*Humble Bundle Inc.*

September 2013 - February 2015

- Managed bundle operations team of 3 individuals; Supervised QA and content coordination.
- Collaborated with stakeholders in Engineering, Design, and Business to launch products.
- Developed, maintained, updated, and enforced product creation cycle/process.

### Customer Support Lead

*Humble Bundle Inc.*

April 2013 - September 2013

- Provided in-depth support to customers, including high-level technical and billing inquiries.
- Investigated and resolved payment disputes and chargebacks through PayPal and Amazon.

### Other Experience

- Fermentation Production Technician at Bayer Healthcare (Feb 2012 - August 2013)
- Lab Technician at City of San Jose Water Pollution Control (July 2011-October 2011)
- Aquatic Toxicologist at Toxscan Inc. (May 2010- June 2011)

