

## RYAN ALBRECHT

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### Online

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<http://stackoverflow.com/users/98206/ryan953>

### Employment History

Front-End Engineer

Facebook 

Sept 2014 - Present

- Implemented and tested A/B tests to increase conversation and overall engagement on the homepage of facebook.com
- Instrumented, maintained and verified user logging for News Feed and other products
- Improved the reliability of our JS logging framework to increase data volume and accuracy resulting in more accurate metrics for all products
- Increased the speed, simplicity and correctness of the Like and Comments component on web surfaces reducing issues for users and making integration simpler other products
- Championed static typing & unit testing within the News Feed organization to increase reliability and make code easier to modify

Web Application Developer

FreshBooks 

May 2011 - Aug 2014

- Used Ember.js as part of a project to rewrite the existing front-end
- Helped bootstrap the first node.js service in production
- Built internal tools to solve various pain points: developer process, onboarding, etc
- Interviewed & mentored new hires as well as summer co-op students
- Hosted "Lunch & Learn" talks for the development team on topics like Backbone.js, RequireJS, asset pipelines, and Git rebase
- Refactored generations of front-end javascript into testable AMD modules
- Implemented complex user interactions using JavaScript and Backbone.js to speed development and delight users

Web Application Developer

A51 Integrated 

Apr 2010 - Apr 2011

- Build out dynamic and functional web applications for clients using various web technologies
- Configure and maintain internal development and versioning servers

Casual Games Developer

Clipwire Games 

May 2009 - Mar 2010

- Develop and integrate all tiers of our games; including database schema, socket servers, interactive action script, front-end web chrome
- Built and maintained in house admin tools for our most frequently updated games
- Use Facebook markup (FBML) to create viral funnels and player-to-player experiences
- Internationalized all tiers of our main ActionScript game for the french market

### Education

Sheridan College

Sept 2005 - Dec 2008

- Computer Science Technology Co-op Diploma with High Honours, Sheridan College Institute of Technology and Advanced Learning, Oakville, ON
- Winner ACES program advisory committee Capstone Project
- Courses including Advanced Games Design Programming, Java Enterprise Application Development, Database Administration & Security, Operating System Tools & Scripting, various mathematics/statistics, project management, etc

York University

Sept 2004 - Apr 2005

- Completed two undergraduate semesters at York University in Toronto, ON
- Took a variety of classes including Introduction to Computer Science, Western Culture, and History of Science.