

Ryan Maule

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WORK EXPERIENCE

Software Engineer

Phonehub.io | Norwich

Aug 2021 – Sep 2023

- Developed, deployed, tested and debugged an android native application with 100k+ downloads.
- Progressed from an intern in a small team to being tasked to lead feature implementations within 2 years.
- Increased speed of data population by up to 60% on network calls.
- Helped redesign and implement the core booking section of the app reducing booking times by an average 50%.
- Liaised with the iOS native team to ensure cohesion between apps, simplifying support calls and enhancing user experience.

EDUCATION

University of East Anglia | Norwich

Sep 2017 – Jul 2021

DipHe in Computer Science

West Suffolk College | Bury St Edmunds

Sep 2015 – Jul 2016

BTEC in Computing and Digital Technology – Triple Distinction

PROJECTS

Further details of the following projects available at my website – ryanmaule.me

Corner Pocket – Android Mobile Application

- As an indie dev took a project from initial concept, similar systems analysis and prototyping to a fully realized project available on the Playstore.
- Android Room database implementation and Google AdMob for monetization.
- Had the app checked by 50k of the identified target users prerelease for feedback and to generate launch interest.
- Paid for professional testing prerelease, fixing 100% of bugs encountered.
- 90+% store listing conversion rate.

Boardgame Mobile Adaptation – Mobile Game

- Created an unofficial mobile adaptation of a popular tabletop game using the Unity game engine.
- Adapted complex systems such as; unique character abilities, inventory handling, turn based combat, deck/dice logic and more.
- Created a fully functioning prototype for demonstration with scalability for all 12 unique characters, 150+ chapters and 6+ boss battles.
- Analysed feedback from 10k of the target audience to adapt the game accurately.

Personal Portfolio – Website

- Designed multiple high-fidelity prototypes of website layout using Figma to ensure all functionality is working on initial release.
- Web3Forms API implementation to handle custom contact section.
- Custom scaling for screen size including completely unique handling for mobile view for enhanced engagement across all platforms.

SKILLS

- **Front-end:** HTML, CSS, XML
- **Back-end:** Kotlin, Java, C#, Android Room/Realm, Jetpack
- **Tools:** Android Studio, Git, Figma

CERTIFICATIONS

Google, Coursera

- Foundations of User Experience (UX) Design
- Build Wireframes and Low-Fidelity Prototypes
- Conduct UX Research and Test Early Concepts
- Create High-Fidelity Designs and Prototypes in Figma