

RYAN DEIST

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Software Engineer

Creative and detail-oriented Software Engineer with a strong foundation in modern web technologies and a passion for designing, building and operating applications to solve real-world problems and deep insight into the dynamics of high-performing engineering teams, gained through years of recruiting and evaluating software engineers. Demonstrated ability to bridge technical requirements with practical solutions, identifying architectural solutions and developing scalable applications with clean, maintainable code. Expertise in JavaScript, CSS, and modern frameworks including React.js.

SKILLS

- Languages: JavaScript | Python | HTML | CSS | EJS.
- Libraries and Frameworks: React.js | Express.js | Node.js | Django | Bulma CSS | Tailwind CSS | Django REST Framework.
- Databases and Tools: MongoDB | Mongoose | PostgreSQL | JSON API | Git | GitHub | Axios.

DEVELOPMENT PROJECTS

Moovr (<https://moovr.netlify.app/>)

Full-Stack Work-Order Management Tool for tracking personal belongings during a move.

- Developed a responsive, user-friendly interface using React and Tailwind CSS, incorporating dynamic components for smooth navigation and task management.
- Engineered a RESTful Django API with custom views and a PostgreSQL database, supporting full CRUD functionality for users, orders, and inventory items.
- Implemented secure, scalable backend architecture and seamless frontend-backend integration to provide real-time updates and a fluid user experience.

Media Match (<https://media-match.netlify.app/>)

As part of a team, developed a MERN stack web application inspired by Tinder that lets users build media libraries based on their preferences.

- Built a responsive and interactive UI using React.js featuring dynamic, reusable components, effective use of functional hooks, ownership-based features, and simulated e-commerce to create a game product management system.
- Developed a back-end featuring Express.js and Node.js that utilizes full CRUD, complex data models, MongoDB storage, and a third-party API with advanced querying to ensure a persistent, customizable user experience.

MDL Stat Tracker (<https://mdl-stattracker-c011c52bd590.herokuapp.com/>)

Developed a MERN stack application that allows the admin to track career statistics for fantasy football coaches.

- Constructed a RESTful API and responsive querying with Express.js and MongoDB to create a statistics-based database.
- Designed a fully responsive and interactive UI, featuring sortable tables and dynamic show pages, using JavaScript, HTML, EJS templating, and Bulma CSS library to provide a clear and consistent user experience.

Browser Battleship (<https://ryandeist.github.io/battleship-game/>)

Developed an adaptation of the classic board game Battleship made to play on desktop and iPhone browsers.

- Programmed a responsive player vs. player game using JavaScript, CSS, and HTML to utilize DOM manipulation, ship placement validation, and precise game logic to recreate classic board game experience.

EDUCATION

General Assembly, Remote

Certificate of Completion, April 2025

(https://drive.google.com/file/d/11y_Py9NdCVyM4P_qRZHy9BGyfMZ0PvJ/view?usp=sharing)

- 480+ hour full-stack software engineering immersive program focused on developing practical software engineering fundamentals, including OOP, MVC frameworks, data modeling through hands-on coding assignments and self-directed projects.

Towson University, Towson

MDBS in Sports Management

- Business Administration Minor

TECHNICAL RECRUITING EXPERIENCE

Signtraker Technologies, Gaithersburg, MD (remote)

August 2024 - Present

Recruiting Specialist

Oversee end-to-end technical recruiting operations, including talent acquisition, candidate assessment, and process optimization to fulfill organizational staffing requirements for technical positions.

- Direct full-cycle recruiting by sourcing, screening, and evaluating candidates to match key position requirements.
- Compose job descriptions, organize interview schedules, and structure the hiring process according to hiring manager needs.

Veeva Systems, Pleasanton, CA (remote)

January 2022 - August 2024

Talent Partner - IT and Operations

Led strategic recruitment initiatives to attract top-tier talent and advised hiring managers on effective, scalable hiring practices.

- Developed, implemented, and managed hiring strategies for managers enabling them to make impactful hiring decisions, resulting in hirers for speciality roles like VP Product Support, VP of End User Services and several individual contributor roles.
- Conducted talent market research to refine sourcing strategies for more efficient and targeted candidate engagement, leading to a response rate of over 30%.

Latitude Inc., Hanover, MD

April 2019 - December 2021

Technical Recruiter

- Recruited professionals across IT, engineering, finance, and manufacturing to support DoD, civilian, and commercial needs.
- Sourced talent, negotiated salaries, and collaborated with hiring managers to meet position requirements.