

Ryan Gan

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Education

Drexel University

2018 – 2023 | Philadelphia, PA

Bachelor of Science in Computer Science

5-Year Undergraduate Co-Op Program

Technical Skills

Languages: Python, Java, TypeScript, JavaScript, HTML, CSS, C, C#, Swift, Rust, Racket

Frontend & Design: React, React Native, Next.js, Expo, Tailwind CSS, Redux, Figma

Backend & Databases: Node.js, SpringBoot, Flask, PostgreSQL, MySQL, SQL Server, SQLite, MongoDB, Prisma

Cloud & Deployment: AWS (EC2, S3, Lambda), Linode, Vercel

Tools & Others: GitHub, GitLab, Plastic SCM, VSCode, Xcode, Docker, Firebase, OAuth, Unity, Unreal Engine, Photoshop, ServiceNow, Postman

Methodologies & Project Management: Agile (Scrum, Kanban), Waterfall, Jira, Trello, ClickUp, Linear

Professional Experience

Software Engineer | *Dynasty 11 Studios*

Sep. 2022 - Present | Philadelphia, PA

- Reimplemented store feature in “Player 2” app by redesigning data models, and adapting them to **React Native** components by removing unnecessary data overhead, achieving over **50% improvement in load time**
- Collaborated closely with UI/UX developers to refine the purchase flow and presentation of store products, enhancing user-friendliness and user engagement
- Integrated **RevenueCat** along with implementation of business logics for **cross-platform in-app purchases**, ensuring consistent functionality across iOS and Android devices
- Identified and resolved various UI bugs, enhancing user experience and application stability in production

CMDB Engineer Co-Op | *Berkeley Technology Services*

Mar. 2022 – Mar. 2023 | Wilmington, DE

- Utilized **JavaScript** to develop and optimize workflow scripts including probes, business rules, scheduled job executions, ensuring streamlined operations and enhancing CMDB Health Checks
- Utilized **SQL** within **SQL Server Management Studio** to generate and refine tables and views in production database, consistently meeting daily client requirements
- Troubleshoot and rectified over **200 configuration items** lacking crucial data during network discovery process
- Played an instrumental role in “Probes to Pattern Migration” in ServiceNow, participating in migration design, testing and production updates. Monitored and ensured over **1,000 international Windows servers** were discoverable via Pattern post-migration

Projects

Player 2 Helpdesk | Frontend Developer | *Dynasty 11 Studios*

Sep.2022 – Jun. 2023

Tech Stack: Figma, React, TypeScript, Redux, Recharts, Tailwind CSS, Spring Boot, PostgreSQL

- Designed the UI in **Figma** and transitioned it into **React** with **TypeScript**, delivering a user-centric Helpdesk application integrated into our stakeholder’s primary “Player 2” app, enabling users to report illegal content
- Created a responsive dashboard with advanced **ticket filtering system** and integrated **server-side events** to enhance UX with real-time notifications on ticket updates
- Implemented reporting feature utilizing **Recharts**, offering various **data visualizations** tailored to stakeholder needs

ICON – Multiplayer Gaming Platform | Full-stack Developer | *Web-Dev Class Project*

Jan. 2023 – Mar. 2023

Tech Stack: Figma, React, TypeScript, Tailwind CSS, Node.js, SQLite

- Led UI design in **Figma** and developed an interactive frontend using **React** and **TypeScript**
- Engineered the backend infrastructure using **Node.js**, creating robust **RESTful endpoints** to support game functionalities and user management
- Integrated **socket.io** to enable real-time user interactions, enhancing multiplayer gaming experience

Languages

English (Fluent), Mandarin (Native)