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, Socket.IO, 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 **60% 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 SDK** 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
- Troubleshot 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.io – Multiplayer Gaming Platform | Full-stack Developer | *Web-Dev Class Project*   Jan. 2023 – Mar. 2023
Tech Stack: Figma, React, TypeScript, Tailwind CSS, Node.js, Socket.IO, AWS EC2
- Led UI design in **Figma** and developed an interactive frontend using **React** and **TypeScript**
- Integrated **socket.io** to facilitate real-time user interactions, enhancing multiplayer gaming experience
- Engineered the backend infrastructure using **Node.js**, created robust **room management system** along with **gameplay logic architecture** employing socket event emitters and listeners

Languages

English (Fluent), **Mandarin** (Native)