Ryan G. Howard

Full Stack Web Developer

Los Angeles, CA | 661-857-4575 | ryghoward@gmail.com | [GitHub](#) | [LinkedIn](#) | [Portfolio](#)

TECHNICAL SKILLS

Frontend: React.js, Redux, Hooks, Context API, Jest, Cypress, Yep, Axios, JavaScript, HTML, CSS, SASS, Tailwind
Backend: Node.js, Express, SQL, PostgreSQL, Docker, Python, Git CLI, GitHub, VS Code, Vercel, Heroku, Netlify
Additional: Agile Project Management, Algorithms, Architecture, Debugging, Deployment

PROJECTS

UnderdogDevs, Front End/ UI Developer   [GitHub](#) | [Website](#)
- Refactored intake forms for mentees with a tech stack array to indicate selected options and save to profile
- Designed interactive drop down listing components using AntDesign and improved application options
- Collaborated with developers and Data Scientists to utilize data endpoints to optimize mentor pairing process

Potluck Planner, *Full Stack Developer*   [GitHub](#) | [Website](#)
- Built a React platform using Material-UI to provide application that allowed users to manage potluck events with features available to create a profile, login, and create potluck event item lists (CRUD)
- Designed feature for making a list using React-Router-Dom and Axios to display items each person plans to bring

Water My Plants, *Front End Developer*   [GitHub](#) | [Website](#)
- Created an easy to use interface that helped users create a plant watering schedule tailored for individual plants
- Developed a sign-up page with functionality using React and Styled Components that allowed users to create, update and delete their plant lists (CRUD functionality)

EXPERIENCE

Aruze Gaming, *Las Vegas, NV - Electronic Table Games Assembler*   Oct 2019 - Sep 2021
- Received purchase orders and staged slot machines onto an assembly line
- Assembled slot machines and installed game software regularly
- Staged completed games for shipment

Auburn Pharmaceuticals, *Detroit, MI - Purchasing Assistant*   Dec 2017 - Aug 2019
- Viewed inventory on a weekly basis and purchased quantities needed
- Communicated with vendors about reported shipment issues including late items, damages, shortages and overages
- Acquired return authorizations from vendor to return shipment issues and ensured all returns were processed
- Kept track of short-dated items (expiration less than 1 year) and adjusted item price accordingly
- Provided answers for sales and vendor queries and facilitated a line of communication between department teams

Disney Interactive, *Los Angeles, CA - QA Tester*   Mar 2013 - Mar 2015
- Tested video games for functional and design bugs and maintained entries into the bug reporting database
- Participated in QA and UX critique for consumer facing marketing media and maintained constant communication and coordination with the test team and leads
- Completed daily reports on progress and completed specific action items in a timely manner

EDUCATION

BloomTech (FKA Lambda School), *Graduate, Full Time Program, Full Stack Web Development*   Sep 2021 - May 2022
College of the Canyons, *Computer Science*   Aug 2014 - Jun 2015