RYAN O'DONNELL

SENIOR SOFTWARE DEVELOPER

EXPERIENCE

2022 - 2024
BACKERKIT
Senior Software Developer
- Developed a new crowdfunding platform while supporting legacy products.
- Defined and delivered a multitude of features utilizing extreme programming practices.
- Configured autoscaling for Sidekiq workers to ensure timely job execution during peak workloads.

2021 - 2022
SONDERMIND
Senior Software Developer
- Worked closely with front-end developers and project managers to delivery features for therapy providers.

2019 - 2021
KENNA SECURITY
Software Developer
- Played an integral role on a wide variety of projects across three teams.

2017 - 2019
RED BUBBLE
Software Developer
- Maintained and optimized software that continuously distributes 150 million ads.

2015 - 2017
BRAINTREE
Software Developer
- Green fielded a marketplace solution.

2014 - 2015
Support Developer
- Triaged or fixed bugs found by merchants or Braintree support.
- Imported and exported sensitive vault information.

EDUCATION

2014
APP ACADEMY
Full stack coding boot camp

2009
SONOMA STATE UNIVERSITY
BS Computer Science

SKILLS

RUBY • RAILS • C++ • JAVASCRIPT • PYTHON • ELIXIR
SQL • PHOENIX • GIT • DOCKER • SIDEKIQ • GRAPHQL
REACT • REDIS • TURBO • STIMULUS • TAILWIND CSS

ATTENDED CONFERENCES

RAILSCONF • RUBYCONF • WRITE THE DOCS • DOCKERCON

RECENT PROJECTS

CENTAUR 2022
github.com/ryanjpodonnell/centaur-2022
Modernized a classic pinball machine with a comprehensive rewrite using an open-source, Arduino-based OS.

INTERESTS

COMPETITIVE PINBALL • MOVIES • VIDEO GAMES • CYCLING

CONTACT

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twitch.tv/gametimetelevision
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backloggd.com/u/rod