

Ryan Collins



email



phone

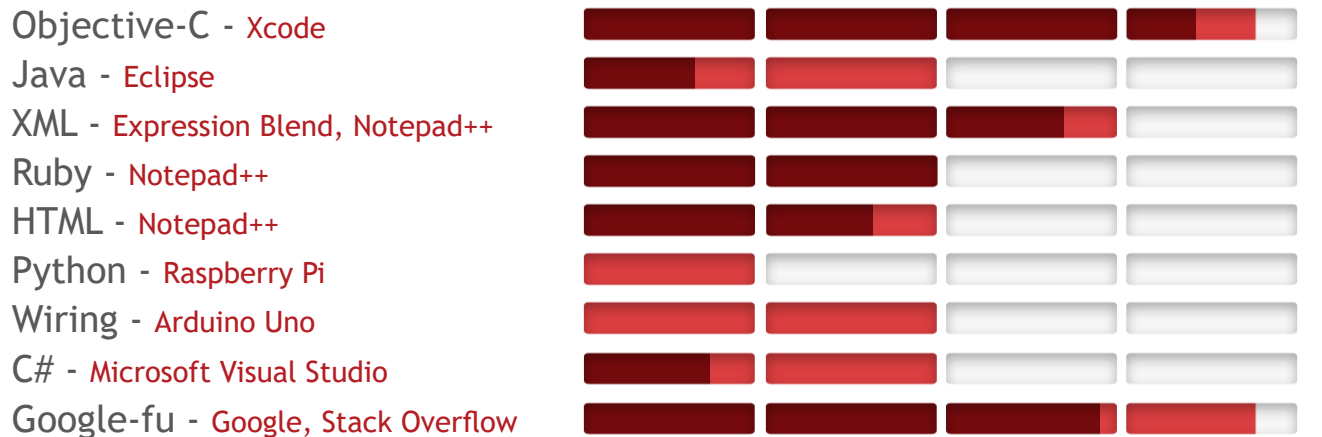
416.275.5431

I enjoy producing a **compelling** user experience.

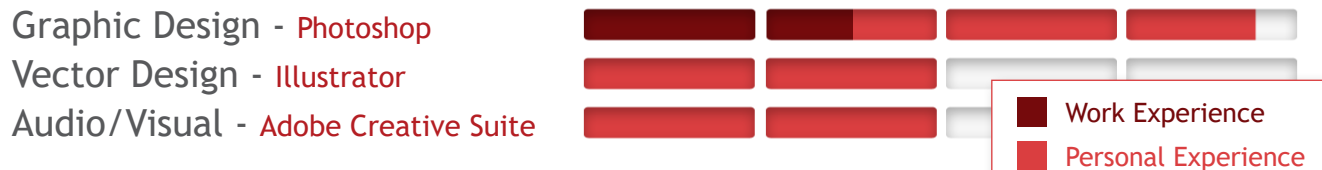
I believe interaction should be **simple**, **clear**, and **powerful**.

I like to **make things** that other **people like**.

Developer Skills



Designer Skills



■ Work Experience
■ Personal Experience

Skills Summary

Analysis & Problem Solving

- Deconstructs problems to identify key points
- Visualizes theoretical concepts and models

Personal Development

- Grasps new concepts and platforms quickly
- Strives to maximize strengths and overcome vulnerabilities

Team Mechanics

- Communicates issues and ideas effectively
- Makes informed choices decisively

Education

Systems Design Engineering | University of Waterloo Class of 2015

- Focused on the field of Biomechanics
- Studied Machine Intelligence and Computational Neuroscience

Relevant Projects

Project re[array] Maieutic Enterprises	Circuit Designer and Software Developer : Sep 2014 - Apr 2015 Designed and developed multiple control systems and a benchmarking regiment for a reprogrammable surface as part of a design team. The project focused on testing analog PID, digital PID, and digital direct feedback controllers for performance.
myplayXplay Live2Bench	Product Developer and UI/UX Designer : Sep 2013 - Aug 2014 Developed an iOS app that communicates with a video encoding system to supply live video streaming to iPads. The app allows coaches from various sports to view, record, tag, and distribute game clips on the field. The app is being used in the NFL, Premier League, European Rugby Leagues and in the medical field as a potential in-surgery tool.
SpotOn Systems Design Engineering	Lead Developer and Project Manager : May-Aug 2013 Designed and prototyped a floor plan occupancy detection system with live updates viewable from a web browser. The goal of the project was to help students find seating in a library. A chair with a pressure sensor would update a floor plan with seat availability information.
Client iOS Apps Pivotal Labs	Agile Engineer : Jan - Apr 2013 Worked on iOS apps for various clients from a shared codebase. Pivotal Labs implements the Agile Development methodology which includes pair programming and weekly progress showcases. Contributed to many projects, but primarily Neat® Receipts, Thomson Reuters, and a retail app template.
Ruby and HTML Pivotal Labs	Agile Engineer : May - Aug 2012 Worked on XLStudio, a web interface to monitor lifecycles of the company's numerous projects. The portal allowed developers, QA, and clients to seamlessly interact on weekly project iterations.
Xively Plugin Skkyнет Cloud Systems	Plugin Developer and Researcher : Sep - Dec 2011 Developed a plugin that allowed users to inject crowdsourced data as bindable data points for use in the Skkyнет DataHub. This data was used for demonstrations at conferences in Tokyo and Las Vegas.
DataHub Webview Skkyнет Cloud Systems	Controls Developer : Jan - Apr 2011 Designed XAML based controls that allow users to monitor and influence real-time data in the Skkyнет Webview, accessible via any web browser.

Interests

Photography

Photographed along the Rhine river and mountains in Switzerland and Germany.

Graphic Design

Produced photo manipulations, vector art, and commissioned poster art.

Rock Climbing

Climbed into caves at Bruce Peninsula National Park and regularly boulders indoors.

Escaping

Successfully escaped the rooms of fictional psychopaths, magicians, librarians, and future terrorists.