# Ryan Leitenberger

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https://ryanleit.dev

# **Professional Experience**

**The Esport Company** 

Johnstown, PA

Full Stack Developer

June 2021 - Present

- Created flat style designs and layouts for 50+ pages with a mobile-first approach, helping reduce UI-related support tickets by 85%.
- Led development of a new web platform with Next.js and React, resulting in an 80x increase in users and a 30% boost in user retention and engagement..
- Created a websocket server with Node for real time messaging between users, helping reduce the match forfeit rate by 70%.
- Modernized backend by replacing a PHP API with React Server Components and NextJS API routes, resulting in faster load times through server-side rendering.
- Designed and implemented a MySQL database and integrated Prisma ORM to improve maintainability and reduce query errors.
- Regularly communicate with end users for platform support and gathering feedback, helping increase bi-yearly customer ratings by 40%.
- Led a team of 3 engineers in an agile environment with weekly sprint planning, peer code reviews, and semiweekly meetings.

DirecTec LLC

Hollsopple, PA

- Systems Engineer

  Jan 2024 Oct 2024

   Performed an organization-wide migration from Google Workspace to Microsoft 365, resulting in
  - Developed and launched an inventory software to track thousands of item locations, reducing lost inventory accidents by over 50% and significantly reducing the search time for parts.
  - Developed a real-time display for an office TV that pulls data from Zoho APIs to display high priority upcoming jobs, improving their visibility and allowing staff to easily identify them.
  - Automated excel reports from Zoho APIs, saving management 8 hours per week and ensuring reports are always accurate.

## **Technical Skills**

JavaScript, React, Next.js, GraphQL, SQL, PHP, C#, Java, HTML, CSS, jQuery, Tailwind, Bootstrap, Git, CI/CD, Azure DevOps, AWS, Prisma, Cursor, ShadCN

### **Volunteer Experience**

**Richland AYSO** 

Johnstown, PA

Referee, Coach, Board Member

2013 - Present

• Developed an application that generates balanced teams based on player ratings, decreasing the time it takes to create teams by 95%.

### **Education**

**University of Pittsburgh at Johnstown**Bachelor of Science in Computer Science

an increase in productivity and collaboration.