# RYAN MEINZER

## GitHub | Portfolio | LinkedIn | Email

I lead product, write code and sell what matters.

#### Noela.ai

built with React, TypeScript, Redis, OpenAI, Twilio and MUI

### PlaySay on iPhone

*led product to #1 ranked app in the USA (acquired by Babbel)* 

#### CashClan.com

built with React, JavaScript, Ruby on Rails, PG, GCP, Twilio & MUI

### PlaySay on Facebook

led product to TechCrunch
Disrupt Finalist

#### SickSims.com

built with React, Redux, Ruby on Rails, JavaScript, HTML & CSS

## Heroku at Salesforce

sold and supported PaaS and SaaS as #1 ranked sales rep

FULL STACK ENGINEER, AI | COPADO | SF | 1/24 - 6/24

Built enterprise AI RAG apps with Python, ML, NLP, LLMs, Graph & Vector DBs and APIs

SENIOR SOFTWARE ENGINEER, ROBOTICS | SOFTBANK ROBOTICS | SF | 7/21 - 10/23 Built the world's largest robot platform with React, JavaScript, Python, Go, AWS, GCP and APIs

SOFTWARE ENGINEER, FRONTEND | CODINGSCAPE | SF | 1/21 – 6/21 Built business-critical applications with React, Redux, JavaScript and PostgreSQL

HEAD OF SALES, ENTERPRISE | TYLER'S MYSTERY TOURS | SF | 6/19 – 12/19 Doubled sales YoY by strategic focus of landing and expanding within the enterprise

ACCOUNT EXECUTIVE, SMB | FLEXPORT | LA | 5/17 - 6/19 Attained >120% of quota and ranked the #1 sales rep of the LA office from 2017 - 2018

PRODUCT MANAGER | HAVOC TV | LA | 4/16 - 4/17

Led strategy, development and launch of six apps in six months for a TV network of 55M homes

ACCOUNT EXECUTIVE, SMB & MID-MARKET | SALESFORCE / HEROKU | SF | 3/13 – 9/15 Voted as MVP and ranked the #1 sales rep of the 15-person ramped team my last six quarters

FOUNDER & CEO | PLAYSAY (ACQUIRED BY BABBEL) | SF | 4/08 – 3/13 Led product to #1 ranked app in USA, increased valuation of the business to \$2M then sold to Babbel

FULL STACK ENGINEERING | FLATIRON SCHOOL | 2020

React, Redux, JavaScript, JSON, Ruby on Rails, OOP, HTML, CSS/Less, PostgreSQL, API, OmniAuth, Git

BBA INTERNATIONAL BUSINESS & ENTREPRENEURSHIP | TEMPLE UNIVERSITY | 2007