

Ryan Moe

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CAREER PROFILE

Full Stack Software Engineer with 3 years of industry experience implementing features into production-level platforms in the defense, AI video inferencing, and explosives technology sectors. Able to conceptualize and actualize software development in team sizes from 2-25 people.

Core competencies include Javascript, Typescript, Python, C/C++/C#, Java, HTML, CSS, React, NodeJS, Apollo, Express, Flask, Marshmallow, FastAPI, SQLAlchemy, MikroORM, Postgres, MySQL, Mongo, GraphQL, Rest API, Bootstrap, .NET, Docker, Git, Mac OS, Windows OS, Linux OS, x86 ISA, and STM32 microcontrollers.

CAREER HIGHLIGHTS

- Led development of STM32F4 microcontroller integration with standard vehicle OBDII
- Became one of two dependable software engineers for the World Aquaculture Society
- Applied engineering education of signal processing to correct Silva-Lusk algorithm Matlab implementation and transcribed to a Python implementation.

PROFESSIONAL EXPERIENCE

DYNO NOBEL Salt Lake City, UT

March/2021 to Present

Commercial explosives manufacturer intent on utilizing AI and cloud-based software platforms to make mining rock resources as safe, efficient, and advanced as possible.

Software Engineer – Fullstack

Responsibilities include driving own work through all phases of software development lifecycle in coordination with a team of developers to build efficient, self-documenting code that is thoroughly tested in a fast-paced agile setup.

- Proactively created a better development environment by reducing potential tech debt items through refactoring commonly repeated code to a utilities repository
- Took ownership of Dyno's 21.7 software update to resolve 20+ bugs for an on-time release
- Consistently volunteered to fill the gaps, e.g. Dyno's 22.4 release was behind schedule and I jumped across development teams to assist in its completion

SMARTER AI Las Vegas, NV

Oct/2020 to Jan/2021

AI camera company driven to provide smart, software-defined camera networks for trusted data and decision.

Software Engineer – Fullstack

Responsibilities included developing APIs, features, libraries, and microservices for the Smarter AI Platform and customer technology integration support

- Led development of STM32F4 microcontroller integration with standard vehicle OBDII
- Became the primary point of contact for all customer relations

RAYTHEON TECHNOLOGIES Salt Lake City, UT

May/2019 to Oct/2020

Aerospace and defense company that provides advanced systems and services for commercial, military and government customers worldwide

Software Engineer – Fullstack

Responsibilities included designing, developing, integrating and testing mission system software in an agile team

- Exceeded all supervisor expectations for entry-level performance
- Achieved all of my stretch goals each year