

# RYAN MOHAMED

## Software Engineer

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## EDUCATION

### **Bachelor of Science, Computer Science**

Queens College, City University of New York

August 2019 - January 2023

## SKILLS

**Languages:** TypeScript, JavaScript, SQL, T-SQL, HTML, CSS, Python, Ruby, C++, C, Java

**Technologies:** Next, React, Node, Express, Firebase, Google Cloud Platform, AWS, Docker, Netlify, Vercel, Heroku, MySQL, Microsoft SQL Server, PostgreSQL, MongoDB, DynamoDB, Prisma, Sequelize, JIRA, Git, GitHub, Bash, UNIX, Linux, Mocha, Chai, Jest, Cucumber, Cypress, PayPal, Stripe, RevenueCat, Tailwind CSS, Framer-Motion, CSS Animations, Adobe Illustrator, Adobe Photoshop

**Methodologies:** Full-stack Development, Front-end, Back-end, System Design, Event-Driven Architectures, MVC, RESTful APIs, JWT, OAuth, SSR, SSG, ISR, JSON, RDBMS, NoSQL, ORM, UI/UX, Responsive Web Design, Version Control, Agile, Waterfall, DevOps, CI/CD, TDD, Unit Testing, Integration Testing, E2E Testing, WebSockets, TCP, HTTP/HTTPS, Cloud Computing, Data Modeling, OOP, Operating Systems

## EXPERIENCE

### **i4software**, Remote

#### **Software Engineer Intern**, (July 2023 – September 2023)

- ☞ Spearheaded a team of 23 software engineer interns as Technical Lead, employing Agile methodologies to accelerate the development and deployment of 39 AI-powered mobile applications within a one-week deadline.
- ☞ Architected end-to-end system infrastructure, troubleshooted and resolved complex issues, managed CI/CD pipelines and version control, and performed code reviews to ensure best practices and maintainable codebase, utilizing Next.js, TypeScript, and Google Cloud Platform.
- ☞ Engineered secure, scalable server-side components for handling sensitive business logic, payment processing via Stripe, RevenueCat, and PayPal, and analytics, leveraging REST APIs, middleware, Firebase and Supabase for back-end development.
- ☞ Facilitated quick turnarounds in development cycles by articulating component requirements in Agile standups and implementing features across the stack, including RESTful APIs, CRUD operations on SQL/NoSQL databases, and middleware.
- ☞ Demonstrated proficiency in a wide range of technologies for versatile application development including Next.js, TypeScript, Google Cloud Platform, Firebase, Supabase, OpenAI, Flutter, Swift, and SwiftUI.
- ☞ Acted as key liaison between cross-functional teams and senior management, effectively coordinating deliverables and aligning them with strategic objectives. Utilized tools like Slack and GitHub for seamless cross-time-zone communication.

### **TheCoderSchool**, Bayside, NY

#### **Code Coordinator**, (December 2022 – Present)

- ☞ Articulates complex technical problems and ideas in a concise and clear manner to various stakeholders and colleagues through communication and interpersonal skills, resulting in 18% boost to trial class retention rate.
- ☞ Collaborates, coordinates with, and leads alongside other programmers and 30 personal students weekly - for the purposes of breaking down languages, frameworks, design patterns, coding ethics, and the software development life cycle.

#### **Programming Instructor**, (August 2021 – Present)

- ☞ Autonomously teaches in person and remotely - fundamental and advanced concepts in frontend development, backend development, and relational databases using Python, Java, JavaScript, HTML, CSS, React.js, and Node.js. Resulting in a 27% increase in client demand for web-based curriculum.
- ☞ Programs, discovers bugs, maintains documentation and curates lesson plans for over 300 programs & tools in role lifetime using intermediate & advanced Python. Focusing on core game development, mathematics, creative problem-solving, technical discussions and approaches to different software related issues.
- ☞ Operates 85% of core Java & OOP classes for game development, university-level tutoring, & AP Java exam prep.

## PROJECTS

### **After School Startup**, i4software

- ☞ Led the development and system design of a comprehensive full-stack application tailored for a middle and high school after-school program, built with TypeScript React, Next.js, Google Cloud Platform, and Firebase.

### **Fitbyte**, i4software

- ☞ Quiz-based game community web app, take + post quizzes, unlock features and games. Built with Next.js, TypeScript React, Sinatra, Ruby, GCP, and Firebase.

### **Portfolio**, Personal

- ☞ Larger, more comprehensive list of projects and work experience. Built with Next.js.