Ryan Dimaranan

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EXPERIENCE

Associate Software Engineer
Paramount Global (Paramount+ Web)
Jan. 2023 - present
Burbank, CA (Remote)

- Refactored front end components to enhance flexibility and extensibility, resulting in a 70% decrease in code maintenance time
- Rebuilt features from a JavaScript/PHP stack to React, cutting page load times by 50% and improving user engagement by 25% through a more responsive interface
- Engaged with product and design teams to ship 15+ new features to production, owning the process from architecture to deployment
- Implemented performance metrics with New Relic throughout the application, which led to a 30% reduction in component load time by identifying key areas of improvement

Software Engineering Intern
Paramount Global (Paramount+ Web)
Jun. 2022 - Jan. 2023
Burbank, CA (Remote)

- Addressed critical production bugs in existing JavaScript and PHP services, reducing outstanding backlog by 25%
- Created a tool with PyQt that used polynomial regression to dynamically size 50+ logos based on a curated data set with optimal aspect ratios

Software Engineering Intern
Warner Bros. Discovery
Jan. 2022 - Apr. 2022
Seattle, WA (Remote)

- Designed a string storage solution that aimed to eliminate developer effort in maintaining 1000+ strings across all existing HBO Max services
- Shipped an internal library that utilized a Drupal CMS to provide strings and translations to internal services, reducing fetch latency by 99% and service request latency by 36%

PROJECTS

Watchlist ⚙ | *Kotlin, Jetpack Compose, Android SDK, Material UI, Firebase*
May 2024

- Developed a watchlist app using Jetpack Compose, integrating the Movie Database API to enable users to track currently watching, planned, and completed TV shows and movies
- Engineered social features allowing users to add friends, create custom lists, and search for content, enhancing user interaction and personalization

SpotifyMusicQuiz ⚙ | *React.js, Next.js, Nest.js, Socket.io, Mantine, MongoDB*
May 2022

- Produced a real time multiplayer quiz game using WebSockets that supported game rooms and personalized playlists
- Deployed the web application using Heroku and GitHub, which supported a community of 10+ players

CookAlong ⚙ | *React.js, Ruby on Rails, Bulma*
Nov. 2020

- Conceived a responsive UI as a part of the frontend team that displayed 1000+ recipes fetched from the Spoonacular API using React
- Awarded **1st prize** out of 12 teams at the final presentation symposium, where a distinguished panel of four industry experts evaluated each project

TECHNICAL SKILLS

Languages: JavaScript, Typescript, HTML/CSS, Java, Python, PHP, GraphQL
Frameworks and Libraries: React, Next.js, Nest.js, Express.js, MongoDB, Jest, Cypress, Socket.io, Firebase
Tools: Git, GitHub, Postman, UNIX, Jira, New Relic

EDUCATION

The University of Texas at Austin
Master of Science in Computer Science
Austin, TX
Aug. 2023 – Present

The University of Texas at Dallas
Bachelor of Science in Computer Science
Richardson, TX
Aug. 2019 – Dec. 2022