Ryan Newman

Computer Science, Software Engineering Option

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SUMMARY OF QUALIFICATIONS

- ❖ Proficient in a wide range of programming languages including Java, Bash, C++, JavaScript, Python and Go
- ❖ Familiarity with multiple web frameworks like Spring, Node.js, AngularJS and ReactJS
- ❖ Experience with tools such as Git, SVN, Docker, Jenkins and Bamboo
- ❖ Excellent technical communication skills through active participation in team scrums and sprints
- ❖ Constructed multiple complex, diverse and interesting side projects
- ❖ Demonstrated practical problem solving skills through high rankings in multiple contests

EXPERIENCE

MANULIFE FINANCIAL
Toronto, Ontario

Software Engineer
January 2017 – April 2017

- ❖ Developed a Go web application that generated access reports by querying multiple API's, converted the data into a csv format and sent the report via email
- ❖ Wrote a Bosh release that deployed the Qualys Agent onto hundreds of Virtual Machines
- ❖ Wrote a Spring web application that allowed developers to check for connectivity from specific platform subnets to a designated host and port
- ❖ Created Bash automation to assist developers with the onboarding of their applications
- ❖ Gained experience working with tools such as Pivotal Cloud Foundry, Concourse, Bosh and Microsoft Azure

THOUGHTWIRE
Toronto, Ontario

Junior Automation Developer
May 2016 – August 2016

- ❖ Developed a Java command line tool that analyzes HTTP requests/responses in the form of .har files, runs the data against a predefined set of rules and reports violations
- ❖ Maintained and extended an automated test suite using Java, JUnit and Selenium
- ❖ Added multiple Java-based features to a platform test runner using ANTLR
- ❖ Wrote scripts in Bash and Python to run an installer against a specified set of target servers
- ❖ Performed functional and exploratory testing of an Android application including connectivity problems and LogCat analysis

SIDE PROJECTS

DOCUMENTED LEARNING
Java/Python/JavaScript

github.com/ryannewman2828/Documented-Learning

- ❖ A repository for detailing the results of my learning from self-directed studies and online classes
- ❖ Holds documentation for my learnings essential Computer Science Concepts such as Docker, Vagrant and Git
- ❖ Created multiple POC projects for frameworks like MySQL and Socket.io

PL∀N
HTML/CSS/JavaScript

github.com/ryannewman2828/PLAN

- ❖ Web Application that allows users to register, add friends and send messages all through an secure REST API
- ❖ Application programmed with the use of the MEAN (MongoDB, Express, AngularJS and Node.js) stack
- ❖ Used numerous web technologies such as express for exposing API's, Sass for styling and Gulp as a task runner
- ❖ End-to-end tested the website using Protractor and unit tested the server using Chai and Mocha

CAVE FIGHTER
Java

github.com/ryannewman2828/Cave-Fighter

- ❖ A Java based game in the style of Edmund McMillen's and Florian Himsl's, "The Binding of Isaac"
- ❖ Effectively developed using Object-Oriented Programming principles
- ❖ Utilized design patterns for increased readability and easy extension in the future

EDUCATION

UNIVERSITY OF WATERLOO
Waterloo, Ontario

Bachelor of Computer Science, Software Engineering Option
September 2015 – Present

AWARDS

GLOBAL SOLUTIONS DELIVERY: *The Top Contributor Award* — Manulife Financial

DEANS HONOUR LIST: *Achieved Over an 87% Term Average in winter 2016* — University of Waterloo

CANADIAN COMPUTING COMPETITION: *Certificate of distinction, junior and senior division* — University of Waterloo

EUCLID MATH COMPETITION: *Certificate of distinction* — University of Waterloo