Ryan Odd

Problem solver with 7 years of dev experience, 5 years specializing in web.

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Technologies

- **Frontend:** HTML, CSS / SCSS, JS, Typescript, React, Vue, React Native, Next.js, Storybook, Figma, Radix, Zod, Redux, React dnd kit, Apollo, Tailwind
- **Backend & API:** REST APIs, GraphQL APIs, AWS (Lambda, S3, DynamoDB, Amplify), NodeJS, MySQL
- **Tools & Platforms:** Cursor, GitHub, Shopify, Sentry, Git, Bash, Linux, Windows
- **Languages:** Python, C, C++, Ruby on Rails, Java, Kotlin, C#

Professional Experience

Intuit - *Financial software (TurboTax, Quickbooks)*   August 2025 - Present
Design Technologist
- Standardized UI component guidelines for a large-scale web application, streamlining design-to-code alignment
- Refactored 100+ instances of UI components & tokens, improving consistency and reducing dependencies
- Architected an interactive "source of truth" for UI components by writing comprehensive Storybook documentation
- Accelerated PR review cycles by integrating automated Storybook builds into the CI/CD pipeline
- Facilitated cross-functional alignment between Design Systems and Engineering teams, leading technical demos and consulting on UI best practices

Stage TEN - *Live video & commerce web platform*   March 2021 - August 2025
Frontend Developer
- React, Typescript, Next.js, Apollo, GraphQL, Shopify, Figma
- Implemented 20+ reusable design system components using Storybook & Radix, fulfilling design & accessibility standards
- Authored 700+ pull requests, fixing 100+ bugs and continuously improving the platform
- Audited & fixed responsiveness of interactive web player
- Reduced local development hot-reload time from ~15 seconds to ~2 seconds, accelerating development
- Added Sentry integration to web player, enabling performance monitoring & error tracking in production
- Led implementation of Shop Mini project - Implemented a live interactive video player in React Native within Shopify's Shop app, collaborating with Shopify as part of the Shop Minis Early Access Program
- Contributed 30+ bug reports and feature requests to Shopify's shop-minis-partners github repo
- Submitted bug report to Google Chrome team with reproducer example, resulting in a bugfix for HTML Canvas

Zynga - *Video game studio*   May 2020 - August 2020
Software Engineer
- Made frequent user-facing changes to 'Words with Friends 2', a React Native app with millions of users
- Worked with designers to implement 'Word Wheel Bonus Puzzles' feature, increasing engagement & resource spending in 'Word Wheel' minigame

OpsLevel - *Microservice cataloging startup*   September 2019 - December 2019
Software Developer
- Contributed to the full stack of the product (Ruby on Rails, Vue.js)
- Implemented several REST & GraphQL API endpoints using test-driven development

Advanced Micro Devices (AMD) - *Graphics card manufacturer*   January 2018 - June 2018
Software Engineer
- Submitted several changes to AMD's graphics driver (C++), including implementation of "virtual desktop" feature
- Resolved complex driver-level kernel bugs using low-level debugging and code-stepping

Personal Projects

Design System - *React UI component library*   designsystem.ryanodd.com
- React, Radix, Typescript, Storybook, Rollup
- Developed a modular UI library with 15+ accessible components (e.g., Dialog, Popover), published via NPM
- Token-based theming system using CSS variables, enabling customization of brand colors and typography
- Enforced WAI-ARIA compliance by leveraging Radix UI primitives
- Implemented an interactive documentation site using Storybook to showcase component states and props.

NYT Crossword Pencil Toggle - *Chrome extension*   Chrome web store link
- Adds a convenient feature to New York Times's crossword site - Press Left Shift to toggle the pencil tool
- Collaborated with user community to implement and merge new features via pull request

Planks - *Single player puzzle game*   planks.ryanodd.com
- Next.js, Typescript, React, zustand, AWS Amplify
- Designed and developed a feature-complete web game from concept to deployment

Card Game - *Single player collectible card game*   cardgame.ryanodd.com
- Next.js, Typescript, React, React dnd kit, Radix, Tailwind, AWS Amplify, Easy Diffusion
- Designed and developed feature-rich web game with deck building, card battles, in-game economy

Ball Game - *Multiplayer sports game*   ballgame.ryanodd.com
- React, Typescript, HTML Canvas, Box2D, AWS Amplify
- Designed and developed a feature-complete web game from concept to deployment
- Supports real-time online play with 'rollback' to keep gameplay smooth & responsive over a network connection

Dominion Tracker Tool - *Chrome extension*
- A chrome extension for Dominion Online which displays decklists by parsing the game log as you play
- Includes a server hosted on AWS to handle game log parsing requests
- Includes a nice-looking frontend (React, Typescript) which the chrome extension embeds as an iframe

Education

University of Waterloo   Completed December 2020
Bachelor of Computer Science, Business Option
- Received 4 'Outstanding' evaluations out of 6 work terms, demonstrating success in real-world industry roles