

# Ryan Odd

Problem solver with 10 years of dev experience, 5 of them 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:** GitHub, Shopify, Sentry, Git, Bash, Linux, Windows
- **Languages:** Python, C, C++, Ruby on Rails, Java, Kotlin, C#

## Professional Experience

**Stage TEN** - *Live video & commerce web platform*

March 2021 - Present

Frontend Developer

- Implemented 10+ 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
- Opened 30 issues in the 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 developer*

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

## Personal Projects

**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 highly-requested feature via Github pull request

**Planks** - *Single player puzzle game*

[planks.ryanodd.com](https://planks.ryanodd.com)

- Designed and developed a feature-complete web game from concept to deployment
- Next.js, Typescript, React, zustand, AWS Amplify

**Card Game** - *Single player collectible card game*

[cardgame.ryanodd.com](https://cardgame.ryanodd.com)

- Designed and developed feature-rich web game with deck building, card battles, in-game economy
- Next.js, Typescript, React, React dnd kit, Radix, Tailwind, AWS Amplify, Easy Diffusion

## Education

**University of Waterloo** - *Bachelor of Computer Science, Business Option*

- Received 4 'Outstanding' evaluations out of 6 work terms, demonstrating success in real-world industry roles