RYAN SCOTT CAMPBELL

Software Engineer

CONTACT

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Brooklyn, New York

Github

EDUCATION AND CERTIFICATION

APP ACADEMY

Software training institute

Fall 2015

UNIVERSITY OF VIRGINIA

B.A. in Music

2009 - 2013

PARADIGMS

TypeScript/JavaScript

React

Node.js

Ruby on Rails

SQL

MongoDB

PROFESSIONAL EXPERIENCE

STAFF SOFTWARE ENGINEER (FEBRUARY 2023 - JUNE 2023)
SENIOR SOFTWARE ENGINEER (JUNE 2021 - JANUARY 2023)

Mural (Remote)

June 2021 - June 2023

- Organized, oversaw, and contributed code to team effort to totally rebuild purchase flow from the ground up, improving code quality by modernizing React paradigms and tests and increasing conversions.
- Managed team effort to streamline and improve front-end test workflow, allowing our team to write and debug tests much quicker and have more confidence in the tests themselves.

SOFTWARE ENGINEER II

Braze (New York, NY)

May 2018 - May 2021

- Implemented a widely-used feature allowing marketers to create reusable pieces of plaintext or HTML content and include them in any of the messages they send through Braze's supported channels.
- Overhauled Braze's email composition, storage, and sending architecture to allow marketers to send email campaigns through multiple email service providers at once.

PRODUCT ENGINEER (OCT. 2016 - APRIL 2018)
JUNIOR UX/UI ENGINEER (NOV. 2015 - OCT. 2016)

Mic (New York, NY)

Nov. 2015 - April 2018

- Designed and built a robust platform for editors to create and publish AMP Web Stories in partnership with Google's AMP team.
- Rebuilt existing WYSIWYG article CMS from the ground up to increase performance and extensibility.
- Built the in-app experience for Mic's iOS app and its corresponding CMS push notification module.