Ryan Sheehan

Lead Software Engineer

An enthusiastic software engineer with 10+ years experience developing everything from robots to video games to enterprise software. I possess insatiable appetite for learning new technology stacks, leading software development teams, and driving business forward with engaging usable software.

Experience

2016-04 - present

Lead Software Developer
Tyler Technologies

‣ Helped design and build an application accelerator with Asp.Net Core and Angular 7: supports identity, configuration, logging, debugging, localization, CI/CD integration; produces a docker container for use in a kubernetes deployment.

‣ Provided support and training to local and remote teams

‣ Worked closely with the CTO to plan and move many divisions' products to the cloud

‣ Provided guidance to teams on front-end architecture

‣ Contributed to a focused R&D effort to bring new technologies into the stack

2014-06 - 2016-04

Scrum Master / Lead Software Developer
Tyler Technologies

‣ Trained teams and management on proper agile development methodologies

‣ Built a complicated automated testing infrastructure for a massive refactor project using BDD ideas, gherkins, and automated acceptance tests.

‣ Co-managed a mixed team of 11, ran agile ceremonies, and provided feedback to management

‣ Helped plan, forecast, and present the state of the project to division leaders

2013-06 - 2014-06

Senior Developer
Tyler Technologies

‣ Built a greenfield MVVM WPF application for a jury selection application

‣ Educated the team on Xaml best practices and agile management

‣ Co-designed an extensible UX flow for managing variations in county workflow

2010-06 -   **Contracted Software Developer**

Personal Info

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Languages

TypeScript	● ● ● ● ●	Expert
javascript	● ● ● ● ●	Expert
C#	● ● ● ● ●	Expert
C++	● ● ● ● ○	Advanced

Web

Angular	● ● ● ● ●	Expert
rxjs	● ● ● ● ●	Expert
scss/css	● ● ● ○ ○	Intermediate
React	● ● ● ○ ○	Intermediate

Technologies

.Net Core	● ● ● ● ○	Advanced
nodejs	● ● ● ○ ○	Intermediate

Tools

Agile	● ● ● ● ●	Expert

2010-06 - Contracted Software Developer
2013-06
Halliburton

- ‣ Built an application in Unity3D for rendering oilwell information in real-time 3D

- ‣ Added support for Unity to generate and print a pdf of a rendering

- ‣ Worked to profile memory and processor utilization to improve performance

- ‣ Saved a project designed and written in Action Script without any previous Action Script experience

- ‣ Helped design and deploy a WPF application for processing safety and inventory checklists

- ‣ Organized a community of practice for sharing technology and ideas

- ‣ Managed an after-hours company indoor soccer team

2008-05 - **Software Engineer**
2010-06
High Voltage Software

Built player motion controls, boss AI, on-rails flying levels for Iron Man 2 for the Wii and PSP

- ‣ Engineered arcade racer physics, controls, and gameplay for High Voltage Hot Rod Show on WiiWare

- ‣ Helped artists achieve smooth animation blends

- ‣ Worked through technical and non-technical issues in the certification process to release games

Education

2008-05　　**Masters Certificate of Interactive Technology**
Southern Methodist University

2005-08　　**Bachelor's of Science in Computer Science**

Southern Illinois University Edwardsville

Docker　●●●●○　Advanced

git　●●●●○　Advanced

TeamCity　●●●●○　Advanced

Unity3D　●●●○○　Intermediate

Cloud

Kubernetes　●●○○○　Learning

Azure　●●○○○　Learning

Firebase　●●○○○　Learning