

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 <ul style="list-style-type: none"> ▸ 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 <ul style="list-style-type: none"> ▸ 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 <ul style="list-style-type: none"> ▸ 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
Tyler Technologies <ul style="list-style-type: none"> ▸ |

Personal Info

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-  sheehanr

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

2013-06 - 2013-08	Contracted Software Developer
2013-06	Halliburton
	<ul style="list-style-type: none">▸ 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 - 2010-06	Software Engineer High Voltage Software
	<p>Built player motion controls, boss AI, on-rails flying levels for Iron Man 2 for the Wii and PSP</p> <ul style="list-style-type: none">▸ 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