

# 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

## 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

management

2010-06 - 2013-06

Contracted Software Developer

Halliburton

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

2008-05 - 2010-06

Software Engineer

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

Agile

●●●●●●

Expert

Docker

●●●●●●

Advanced

git

●●●●●●

Advanced

TeamCity

●●●●●●

Advanced

Unity3D

●●●●●●

Intermediate

Cloud

Kubernetes

●●●●●●

Learning

Azure

●●●●●●

Learning

Firebase

●●●●●●

Learning

https://ryansheehan.github.io/resume

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