

# RYAN S. LE

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## EDUCATION

**University of Nebraska-Lincoln**, Lincoln, NE

🎓 May 2021

Bachelor of Science in Software Engineering | Minor in Mathematics | **GPA: 3.597**

## TECHNICAL PROFICIENCIES

Python, JavaScript, React.js, Material-UI, Chakra UI, Swift, SwiftUI, UIKit, C#, Java, Git, SQL, GitHub, HTML, CSS, Serverless, Amazon Web Services, GraphQL, Alamofire, Kingfisher, Kendo UI, Selenium, Postman, JavaFX, Unity, SteamVR, Kivy, XSLT, ANTLR,  $\text{\LaTeX}$ , Agile Methodologies, Adobe PhotoShop, Adobe Premiere Pro, UML, Figma

## ENGINEERING EXPERIENCE

**IT Software Engineer Intern**, Nelnet

June 2020 | Present

*Lincoln, NE (Remote)*

- Develop dynamically scalable iOS applications with Swift, UIKit, and the Serverless Framework.
- Design and develop rich, interactive user experiences utilizing the power of UIKit.
- Participate in an intern pod team that delivered a business proposal to senior members of the Nelnet organization, winning third place in the company-wide competition.

**Software Engineer and Product Manager**, Hoffman Strategy Group

Nov 2019 | Sept 2020

*Lincoln, NE (Remote)*

- Steered the product vision for the new Hoffman Analytics software subsidiary.
- Leveraged React.js and Material-UI to redevelop the front-end for a real-estate data analytics platform, improving the user experience and consolidating stakeholder processes.
- Modernized the data collection process by using Python and Selenium to scrape 2000+ data points from the web in a fast, organized manner onto an Excel sheet - all in place of performing the process manually.

**Squad Lead and Product Manager**, Senior Design - Buckle

Sept 2019 | May 2020

*Lincoln, NE*

- Lead a team of 5 students by assigning roles and development tasks to team members, coordinating sprints, and facilitating weekly communication with a project manager and industry sponsor.
- Coordinated with an industry sponsor to develop and deploy a social media marketing application on iOS that served as the one-stop shop for future marketing posts, promotional specials, and more.
- Parsed down software requirements into manageable chunks of Swift and SwiftUI development work.

**Software Engineering Intern**, Raven Industries

May 2019 | Aug 2019

*Sioux Falls, SD*

- Streamlined the report generation process by developing a system that quickly exported database information onto a formatted PDF, saving time and maintaining consistency across reports.
- Learned best practices with version control by rebasing, squashing, and branching with Git.
- Familiarized myself with JavaScript and Kendo UI in order to simplify the web development process.

## LEADERSHIP EXPERIENCE

**Co-Founder**, SOFTie Startup

Aug 2020 | Present

*Lincoln, NE*

- Successfully petitioned for the implementation of a new senior design curriculum, allowing our team of student engineers to pursue the development of a startup company during our capstone year of university.

**Teaching Assistant**, CSCE 361, Department of Computer Science & Engineering

Jan 2019 | May 2020

*Lincoln, NE*

- Advised 3 student teams through their software engineering capstone project throughout the semester.
- Authored concise tutorials for the use of the JavaFX SceneBuilder in conjunction with IntelliJ IDEA.

**Vice President of Communications**, Engineering Student Advisory Board

Aug 2017 | Present

*Lincoln, NE*

- Engaged in discussions on what student organizations the college should fund during the academic year.
- Served alongside other executive members as a liaison between students and the College of Engineering.