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, LaTeX, Agile Methodologies, Adobe PhotoShop, Adobe Premier 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.