

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

Languages: Python, JavaScript, Swift, Java, C#, HTML5, CSS, ANTLR, MySQL, Dafny, XSLT

Frameworks & Technologies: SwiftUI, React.js, Redux, Material-UI, Chakra UI, Selenium, SQLAlchemy, Kendo UI, ASP.NET Core, JavaFX, Kivy, Unity, SteamVR, Amazon Web Services, MongoDB, Serverless

Development Tools: Git, Bash/Shell, HeidiSQL, JavaFX Scene Builder, Postman, Unity

IDEs: Visual Studio Code, Xcode, Visual Studio, IntelliJ IDEA, Pycharm

Operating Systems: macOS, Linux, Microsoft Windows

Other: L^AT_EX, Agile Methodologies, Scrum Methodologies, UML, Adobe PhotoShop, Adobe Premier Pro,

ENGINEERING EXPERIENCE

IT Software Engineering Intern, Nelnet

June 2020 | Present

Lincoln, NE (Remote)

- Develop XSLT transformations for the Workday team.
- Redevelop an existing .NET web application into a functional component of daily workflow.
- Participate in an intern pod team that delivered a business proposal to senior members of the Nelnet organization.
- Actively practice navigating an Agile workflow environment throughout the course of my remote internship.

Software Engineer and Product Manager, Hoffman Strategy Group

November 2019 | Present

Lincoln, NE (Remote)

- Refactor a pre-existing JavaScript codebase to improve maintainability and scalability.
- Leverage React.js and Material-UI to redevelop the front-end for a real-estate data analytics system.
- Lead the product vision for the new Hoffman Analytics software subsidiary.
- Meet biweekly with the partners of the Hoffman Strategy Group to discuss social media strategy and latest developments
- Participate in meetings with potential partners to discuss the use of technology in the world of real-estate analytics.
- Coordinate a social media campaign on LinkedIn to communicate the unique skill sets the group holds in feasibility analysis and mixed-use development.
- Utilize Python and Selenium to scrape business data (2000+ entries) from the web in an a fast, organized manner onto an Excel sheet.
- Serve as a technology advisor for the group in calls with potential clients.

Squad Lead and Product Manager, Senior Design - The Buckle

Sept 2019 | May 2020

Lincoln, NE

- Lead a team of five students by assigning roles and development tasks to individual team members.
- Coordinated with an industry sponsor to develop and deploy a social media marketing application on iOS.
- Parsed software requirements into manageable chunks of Swift development work.
- Facilitated weekly discussion between the development team, project manager, and an industry sponsor.

Software Engineering Intern, Raven Industries

May 2019 | Aug 2019

Sioux Falls, SD

- Researched and create development requirements.
- Documented test plans and perform necessary testing on development code.
- Coordinated with my supervisor, mentor, and project management on development tasks.
- Learned best practices in a team development environment.
- Developed software (work closely with mentor and development team to meet objectives).
- Developed a Report Generator to easily export database information onto a formatted PDF.
- Self-taught the C programming language to create a functional backend with ASP.NET Core.
- Utilized Chrome DevTools and Visual Studio Professional to trace through non-functional code.

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

Software Engineering I, II, III, & IV, University of Nebraska-Lincoln
Lincoln, NE

Aug 2017 | May 2019

- Modeled and maintained a MySQL database to track patient information through multiple joins.
- Demonstrated the ability to quickly adapt to new programming languages.
- Developed applications in Python, Java, HTML, CSS, and JavaScript.
- Learned the inner workings of an existing JavaScript codebase in order to fix a city traffic simulator.
- Contributed to an open-source project (OpenMRS) with regards to wiki changes, bug fixes, and JIRA tickets.

ADDITIONAL EXPERIENCE

Teaching Assistant, CSCE 361, Department of Computer Science & Engineering
Lincoln, NE

Jan 2019 | May 2020

- Advised three student teams through their software engineering capstone project throughout the semester.
- Drove several changes to the contents of the midterm exam after peer review.
- Authored concise tutorials for the use of the JavaFX SceneBuilder in conjunction with IntelliJ IDEA.

Quality Assurance Game Tester, Re-Logic Games
Remote - Sioux Falls, SD

Feb 2011 | Jun 2015

- Evaluated beta versions of Terraria in order to catch bugs before shipping out updates to the community.
- Brainstormed ideas for new additions to Terraria and gameplay improvements.
- Reported directly to developers regarding gameplay, mechanics, bugs, etc.
- Participated in remote meetings with the development team to address the current state of progress.

ACTIVITIES & INVOLVEMENT

Vice President of Communications, Engineering Student Advisory Board
Lincoln, NE

Aug 2017 | Present

- Engaged in discussions on what student organizations the College should fund during the academic year.
- Managed the eSAB Student Newsletter by authoring articles and contacting student-led engineering organizations.
- Attended the NAESC Leadership Conference in Fort Collins, CO, in order to improve my engineering soft skills.
- Revamped the eSAB website.
- Collaborated alongside other executive members act as a liaison between students and the College of Engineering.

General Member, Computer Science & Engineering Student Advisory Board
Lincoln, NE

Jan 2019 | Present

- Hosted the Student Advisory Panel to bring forth a discussion regarding issues with the department to faculty.
- Maintained the CSE-SAB website.

OLD LINKEDIN DESCRIPTIONS

Teaching Assistant, University of Nebraska-Lincoln

As a teaching assistant for Dr. Bohn's CSCE 361 course, "Software Engineering," my tasks primarily include doing weekly grading of homework assignments, holding general purposes office hours, aiding in exam creation, and meeting with him once a week to discuss the current contents of the course.

Software Engineer, Hoffman Strategy Group

Prior to my new role as a Software Engineer with HSG, I was managing their social media brand image over the course of six months. However, upon losing my summer internship opportunity to the COVID-19 pandemic, I was lucky enough to be able to pivot my position and take on a role as a software engineer within the group. In this position, I have inherited their unfinished real-estate analytics platform, "Hoffman Analytics," and have been working to both refine its product vision and drive its further developments.

Squad Lead and Product Manager, Senior Design - Buckle

The University of Nebraska-Lincoln offers a comprehensive Senior Design program that pairs software engineering students with external sponsors during their junior and senior years. As part of this program, I signed on with The

Buckle as Squad Lead and Product Manager for our student-ran Senior Design team. In this position, I have been primarily tasked with:

Quality Assurance Game Tester, Re-Logic Games

In 2011 I was directly recruited by members of the Re-Logic development team to become a Quality Assurance Game Tester for the up-and-coming indie game, Terraria. At the time, Terraria had not even been announced yet to the public, and it was not projected to be sell anywhere close to as many copies as it did. During my time as a member of the Re-Logic development team, I was tasked with: