

Ryan Tremarco

Software Engineer



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Summary

I am an experienced back-end software engineer that has a lot of prior experience working over the whole tech-stack. I have a strong team-oriented Agile mindset, and an in-depth knowledge of both front and back-end web application design and development principles.

I am passionate about always continuing to learn about new technology and applications thereof while acting in my role. I find that this enables continuous innovation within the workplace to benefit of the business and fellow engineers, while also fostering an environment where developers can be excited to share and work with one another.

Experience

Back-end Engineer @ Visfo

July 2021 – Present

In my current role, I am responsible for writing API-layer med-tech applications in Golang using Test-Driven Development practices. I develop and maintain the GCP-based infrastructure underpinning those applications in dev-ops fashion.

In order to help with managing rapidly changing customer requirements, I have been an advocate for and instrumental in implementing Agile practices into an environment where there were no official ways-of-working, and still maintain a guiding role during events and ceremonies.

Full-Stack Software Engineer @ HMG

September 2017 – July 2021

In this role, I was responsible for designing, developing, and maintaining a range of software products for internal customers in other government departments.

As a full-stack engineer, I spent time working at every layer of these applications, from UX and front-end heavy projects, through to API work, and data-layer and dev-ops/infrastructure management. The primary technologies I made use of over these projects include Java/Spring Boot, JavaScript/React, and OpenShift hosted on AWS.

Within my teams, I organised and facilitated Agile Events, often taking on a leading role to help steer development effort based on customer requirements and my team's velocity estimations.

Secondary to my official responsibilities, I also spent time improving inner-source libraries and components used by my teams in order to improve software within the organisation beyond my own products. This also extended to helping to improve internal tooling, such as pushing for internal support of Rust's package manager Cargo to give the developer community better freedom in choosing the correct tool for any particular piece of work.

Programmer @ VLDB Solutions

June 2015 – September 2015

In my short time at VLDB, my primary responsibility was to create a mobile application for the marketing team for easily calculating pricing when dealing with customers on-site. To do so, I made use of the Xamarin mobile framework and C#.

Languages

Native English
Learning Japanese

Software Skills

Languages

Go, Java, JavaScript, C#, Rust, SQL, GraphQL/Cypher, Bash, VisualBasic, HTML, CSS/Sass

Libraries and Frameworks

Spring Boot, Apache Camel, EasyMock, JUnit, React, Node.js, Jest, Bulma, MaterialUI

Tools and Platforms

Linux, Android, iOS, Git, GCP, AWS, OpenShift

Education

The University of Roehampton

2017-2020

First-class Bachelor of Science in Digital and Technology Solutions

The Studio Liverpool

2015 – 2017

Computer Science A-Level
Physics A-Level
Maths A-Level
Further Maths – AS-Level

Personal Interests

Reading (Sci-fi and Fantasy), Dungeons and Dragons, video/board games, cooking/baking