Ryan Tremarco

Software Engineer

✉ ryantremarco@hotmail.co.uk

▢ tremarco.dev

⌥ github.com/ryantremarco

About Me

I'm an experienced software engineer, having worked professionally across the entire web-app stack, but with a particular affinity to clean, data-driven, and complex backend development.

I prize communication and enjoy acting as a mentor whenever possible in order to help others develop in their roles and reduce single points of failure and knowledge-hoarding. I'm currently working on my own teaching skills to this end and have led a number of informal lessons for colleagues interested in topics that I'm a local expert in like Go.

At home I like to experiment with technologies that I don't get to use day-to-day in my normal role such as Rust and Haskell, and take part in programming events including Advent of Code and – when I'm looking to be humbled – game jams.

Outside of technology my interests generally lean towards hobbies like Tabletop RPGs and boardgames, though I am also in the process of teaching myself Japanese. すぐ今日本語がまだまだですが、いつかペラペラになるつもりので毎日少し勉強しています。

Skills

Proficient:
- Golang
- Java + Spring
- JavaScript + React

Competent:
- Bash
- Python
- OpenShift
- GCP
- GraphQL
- CSS + Sass
- SQL

Some Experience:
- AWS
- Rust
- Terraform
- MongoDB
- Neo4j

Education

University of Roehampton / BSc Digital and Technology Solutions (1st)
SEPTEMBER 2017 - JULY 2020

While working at HMG, I was fortunate enough to be sponsored to complete my degree. The work for this was completed in my own time alongside full-time software projects.

The Studio Liverpool
SEPTEMBER 2015 - JULY 2017

Computer Science, Physics, and Maths A-Levels
Further Maths AS-Level

Experience

VISFO / Software Engineer / Backend
JULY 2021 - PRESENT, Remote / Brighouse

- Technical ownership of customer-facing 'Curator' project to replace and then enhance customer-internal process for progressing and providing feedback on employee-submitted work
- Development of Golang APIs following MVC patterns deployed as microservices to GCP via terraform
- Implementing gateway aggregation of microservices using GraphQL as an interface to allow core applications to make complex, orchestrated calls across microservices simply and preventing over fetching
- Implementing dataloader techniques paired with GraphQL resolvers to aggregate database and network calls into batches to reduce load
- Implementation and management of general GCP infrastructure including IAM and Role Management performed via terraform
- Implementation and management of ELT pipelines using a mixture of in-house python scripting, Airbyte pipelines, and DBT transformations
- Advocate for implementing Agile practices where there were no official ways-of-working and maintaining a guiding role at ceremonies

HMG / Software Engineer / Full-Stack
SEPTEMBER 2017 - JULY 2021, Manchester

- Development of Java REST microservices using Spring MVC and coordinated using Eureka
- Development of Node JS APIs using a custom fork of Express in order to tightly integrate with internal PKI authentication and authorization
- Deploying services to OpenShift using S2I, to EKS on AWS, and to bare-metal servers where most appropriate for the project
- Development of React webapps, including hands-on UX/UI design driven by customer-centric workshops like 6UP and Crazy 8s
- Maintenance and expansion of data pipelines built in Apache Camel
- Contribution to internal-source frameworks and libraries used by but not managed by own project team instead of developing workarounds to issues to the benefit of the wider organization

VLDB Solutions / Programmer
JUNE 2015 - SEPTEMBER 2015, Liverpool

- Spreadsheet data automation using VBA for rudimentary manipulation and presentation of data too complex for formulae
- Development of an internal cross-platform mobile application for the sales team to calculate pricing when visiting customers on-site using C# and the Xamarin mobile framework