

Ryan Tremarco

Full-Stack Software Engineer



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Summary

I am an experienced full-stack software engineer with a preference for complex problem-solving. 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

Full-Stack Software Engineer @ HMG

September 2017 – Present

- Leading Agile ceremonies including organising and facilitating sprint retrospectives and daily stand-ups.
- Leading whole life-cycle software product development from conception to delivery and transition to support.
- Back-end API development using Java/Spring Boot including high to low level solutions architecture using SOLID principles, selecting and implementing testing frameworks as well as undertaking patching and maintenance.
- Front-end web application development, testing, and maintenance using JavaScript/React to build scalable and high-performing interfaces.
- Deploying and utilising full CI/CD pipelines (Jenkins, Bamboo) to ensure consistent and scalable build environments.
- Hosting deployed products through cloud infrastructure and bare-metal servers (AWS, OpenShift, Linux).
- Implementing comprehensive fine-grain security and audit functionality, following industry best practice to ensure the reliability and robustness of software applications.
- Ensuring that developed software products adhere to internal and governmental accreditation standards.
- Leading on comprehensive stakeholder management including requirements engineering, user acceptance testing, and UX research and design.
- Working as part of a dedicated innovation team, researching and implementing potentially beneficial new technologies and improvements for the wider area

Programmer @ VLDB Solutions

June 2015 – September 2015

- Cross-platform mobile application development for internal sales teams to use with business customers (C#, Xamarin)
- Automating conversion of existing Microsoft Office datasets to increase usability and comprehension for internal systems (VisualBasic)

Languages

Native English

Learning Japanese

Software Skills

Languages

Java, JavaScript, C#, Rust, SQL, GraphQL, 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, 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