

RYAN TULLIS

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EDUCATION

Iowa State University

Bachelor of Science in Software Engineering

May, 2024

Ames, IA

WORK EXPERIENCE

Junior Software Engineer

Metalcraft Inc.

Jan 2022 – Sept 2023

Mason City, IA

- Developed automation software that saved hundreds of hours of employee time.
- Managed a full-stack web project and was fully responsible for its development direction.
- Worked with stakeholders to identify project requirements, goals, and timelines.
- conducted code reviews for more junior members to ensure a consistent code base.

Intern

Automatic Systems Co.

Nov 2020 – Aug 2021

Ames, IA

- Worked building control panels for the wastewater industry.
- Worked with complex electrical drawings and programmable logic controllers in order to match design specifications.
- Responsible for modifying electrical drawings in order to match real world constraints.
- Responsible for managing my own projects and reporting on their status to my superiors.

PROJECTS

Metalcraft Internal Web Portal | Angular, ASP.NET, C#, LINQ

- Developed a full-stack web application using with ASP.NET serving a REST API with Angular as the frontend.
- Integrated with existing databases using LINQ to provide an API for the Portal.
- Provided a cleaner and easier method of accessing and transforming the data via the web.
- Wrote multiple utilities that were also hosted on the portal to automate various tasks for employees.

Personal Website and Home Server | Docker, NGINX, Bash scripting, Node.js

- Host a personal, custom built website on a home server where I am responsible for all aspects of the hosting process.
- Also hosting various utilities to manage a home media collection.
- Wrote custom utilities to re-mux and transcode files to pre-determined specifications to improve compatibility.
- Used Docker and NGINX to maintain separation and support reverse-proxy for utilities.

Class Scheduler | Leadership, Communication, Team Building, Project Management

- Team lead for my senior design project to design a class scheduler for the EE/CPRE/SE department.
- responsible for managing a team of 6 software engineers.
- main point of contact for the client to communicate project requirements, goals, and deadlines
- Responsible for conducting code reviews for all major commits and for maintaining project vision and direction.

SKILLS

Languages: Java, Javascript, C, C++, C#, Typescript, Python. Bash, Assembly

Libraries/Utilities: ffmpeg, Angular Design, Docker Compose, GLSL, WebGL

Tools: Azure DevOps, git, Visual Studio

Soft Skills: Leadership, Communication, Project Management, Public Speaking