RYAN C ANDERSON - WEB DEVELOPER

Phone: (510) 325-5311
Email: ryan@rycander.com
Portfolio: rycander.com
GitHub: github.com/rycander
LinkedIn: linkedin.com/pub/ryan-anderson/37/36a/61a
Location: 1963 Clemens Rd, Oakland, CA 9460

SUMMARY

Ryan C. Anderson is a web developer passionate about problem solving and writing elegant and efficient code. While he presently mostly writes in Ruby and Javascript, he has interest and past experience in a wide variety of frameworks and languages. In addition, he has a love and talent for learning new technologies and working in a team.

EDUCATION

B.S. in Computer Science – University of California Santa Cruz (2008 – 2012)

SKILLS

Agile Scrum, Backbone.js, Bootstrap, C, C++, C#, CSS, Eclipse, Git, Heroku, HTML, Jasmine, Java, Javascript, JSON, jQuery, Linux, Mac OS, OpenGL, PERL, PostreSQL, Python, Rails, React, Rspec, Ruby, SQLite, SVN, TDD, UML Design, Unity 3D, Visual Studio, Windows, XML, XNA

WORK EXPERIENCE

RETAXY – Lead Software Engineer (2015 - 2016)
• Designed and implemented customer facing web page in React.
• Created Rails back end, and hosted it on Heroku, with asset storage on Amazon S3.
• Worked within tight time constraints as only member of the engineering team.

KATO – Software Engineer (2014 - 2015)
• Worked to help clean up new user experience for chat web client.
• Worked to help transition client from being written in Javascript and Knockout.js to being written in Typescript and React.

INTEL – Junior Engineer (2013 - 2014)
• Worked as part of a scrum team meant to maintain a Ruby test suite that generated assembly to be run on prototype graphics hardware.
• Was responsible for identifying and repairing tests that were failing due to errors in test logic.

PROJECTS

Aggredile – Personal Project – www.aggredile.com - (2014 – Present)
• Minimalistic Feedly clone, written using Rails and Backbone.js.
• News aggregator, allowing users to subscribe to and follow RSS feeds.
• Designed and implemented database to hold user authentication and feed information.
• Designed and implemented RESTful api to control interaction between client and host.

Asteroids and Lasers – Personal Project – www.rycander.com/asteroids - (2014 - Present)
• Game written in Javascript, inspired by Asteroids.
• Wrote game from the ground up using Javascript and html5 canvas.

Sonar – University of California – www.sonar-game.com - (2011 - 2012)
• Survival/stealth game with a blind protagonist, written in C# using XNA.
• Created level loading system, and collision handling/detecting system.
• Designed and implemented data mining system exporting game info to xml.