

RYAN S. LE

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EDUCATION

University of Nebraska-Lincoln, Lincoln, NE 🎓 May 2021
Bachelor of Science in Software Engineering | Minor in Mathematics | **GPA: 3.64**

TECHNICAL PROFICIENCIES

Python, JavaScript, React.js, Material-UI, Chakra UI, Swift, SwiftUI, C#, Java, Git, SQL, HTML, CSS, Amazon Web Services, Alamofire, Kingfisher, Kendo UI, Selenium, Postman, JavaFX, Unity, SteamVR, Kivy, XSLT, ANTLR, \LaTeX , Adobe PhotoShop, Adobe Premiere Pro, Figma

ENGINEERING EXPERIENCE

IT Software Engineer Intern, Nelnet June 2020 | Present
Lincoln, NE (Remote)

- Redevelop the front-end for the Cardholder Portal application using the React.js framework.
- Leverage the Material-UI component library for quick and easy web development iteration.
- Develop dynamically scalable iOS applications with Swift, UIKit, and the Serverless Framework.
- Participate in an intern pod team that delivered a business proposal to senior members of the Nelnet organization, winning third place in the company-wide competition.

Software Engineer and Product Manager, Hoffman Strategy Group Nov 2019 | Sept 2020
Lincoln, NE (Remote)

- Steered the product vision for the new Hoffman Analytics software subsidiary.
- Leveraged React.js and Material-UI to redevelop the front-end for a real-estate data analytics platform, improving the user experience and consolidating stakeholder processes.
- Modernized the data collection process by using Python and Selenium to scrape 2000+ data points from the web in a fast, organized manner onto an Excel sheet - all in place of performing the process manually.

Squad Lead and Product Manager, Senior Design - Buckle Sept 2019 | May 2020
Lincoln, NE

- Lead a team of 5 students by assigning roles and development tasks to team members, coordinating sprints, and facilitating weekly communication with a project manager and industry sponsor.
- Coordinated with an industry sponsor to develop and deploy a social media marketing application on iOS that served as the one-stop shop for future marketing posts, promotional specials, and more.
- Parsed down software requirements into manageable chunks of Swift and SwiftUI development work.

Software Engineering Intern, Raven Industries May 2019 | Aug 2019
Sioux Falls, SD

- Streamlined the report generation process by developing a system that quickly exported database information onto a formatted PDF, saving time and maintaining consistency across reports.
- Learned best practices with version control by rebasing, squashing, and branching with Git.
- Familiarized myself with JavaScript and Kendo UI in order to simplify the web development process.

LEADERSHIP EXPERIENCE

Co-Founder, SOFTie Startup Aug 2020 | Present
Lincoln, NE

- Successfully petitioned for the implementation of a new senior design curriculum, allowing our team of student engineers to pursue the development of a startup company during our capstone year of university.

Teaching Assistant, CSCE 361, Department of Computer Science & Engineering Jan 2019 | May 2020
Lincoln, NE

- Advised 3 student teams through their software engineering capstone project throughout the semester.
- Authored concise tutorials for the use of the JavaFX SceneBuilder in conjunction with IntelliJ IDEA.

Vice President of Communications, Engineering Student Advisory Board Aug 2017 | Present
Lincoln, NE

- Engaged in discussions on what student organizations the college should fund during the academic year.
- Served alongside other executive members as a liaison between students and the College of Engineering.