# RYAN TEODORO

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## COMPUTER SKILLS

**Languages**: C#, C++, CSS, HTML, Java, JavaScript, PHP, Swift
**Frameworks**: ASP.NET, Bootstrap, Express, jQuery, Laravel, Materialize, Meteor, React
**Misc**: 3D Studio Max, Git, Grunt/Gulp, MongoDB, MySQL, NodeJS, Photoshop, PostgreSQL, Unity

## WORK EXPERIENCE

**Bouncing Pixel** – Houston, TX                                                                    August 2015 - Present
*Developer*
- Lead developer for the *Baylor College of Medicine Diabetes Family Teamwork* project. A web application built using PHP, PostgreSQL, and the Laravel framework to help children with type 1 diabetes build healthy lifestyle habits through the use of informational videos, content, and goal-planning.
- Lead developer for the *Love Meter*, a cross-platform mobile application (iOS and Android) built using the Meteor framework and MongoDB to assist couples facilitate the communication of their "love languages."
- Lead developer for *Word Hero*, an iPad game built in Unity using C# to help patients overcome suicidal tendencies through the use of cognitive bias modification. As lead developer, I was also in charge of managing the asset pipeline to ensure efficient collaboration with artists.
- Developer for the *Question Big,* a web application built with NodeJS. I assisted with new feature implementations (front and backend), design work, and bug fixes.

**Hewlett-Packard** – Houston, TX                                                                    June 2013 - August 2015
*IT Engineer/Analyst*
- Maintained the HP Channel Services Network, a massive web application that tracks warranty entitlement for our channel partners built primarily in C#, HTML, CSS, JavaScript, jQuery, SQL, and the .NET framework.
- Assisted transformational efforts to migrate data and operations away from in-house legacy systems to the Salesforce platform.

**Schlumberger** – Houston, TX                                                                                        Fall 2012
*Mobile Application Developer (Semester Internship)*
- Developed a mobile application for Android utilizing Xamarin, Java, Android's SDK, and the existing iOS app as a guideline. Its primary focus was to supply information to the public regarding the company's newest drilling technologies at trade shows.

**TimeGate Studios** – Sugar Land, TX                                                                                Fall 2011
*Lead Artist (Semester Internship)*
- Created the storyline concept and led art direction for the intern game project "Ninth Rock" which was showcased at numerous universities and conferences across Texas.
- Utilized TimeGate's state-of-the-art motion capture facility to record and map real human motions onto the character models I created using 3D Studio Max, MotionBuilder, and Photoshop.

## ACTIVITIES AND CERTIFICATIONS
- Youth Leadership Council - Executive Board Member and VP of Technology (2014 - Present)
- Salesforce Certified Force.com Developer (2014)
- Lean Six Sigma White Belt Certified (2015)