Ryan Watkins

| CONTACT INFORMATION | London, United Kingdom | ryanwatkins54@gmail.com (+44) 7565 646 983 |

EXPERIENCE	**Red Ant**, London, United Kingdom	September 2017 - Now
	Full Stack Developer	
	Node.JS, React/Redux, React-Native, Meteor, TDD.	
	Sixt GmbH & Co. Autovermietung KG, Munich, Germany	August 2016 - January 2017
	Full Stack / Scala Developer	
	Golang API/middleware, ReactJS/Redux. Scala.	
	Feistybird, London, United Kingdom	
	Founding Engineer and CTO	September 2014 - July 2015
	Founded and developed 'Feistybird', a twitterwall as a service.	
	Allianz Global Investors GmbH, Munich, Germany	
	Frontend Developer (Internship)	July 2015 - September 2015
	UX/UI for 'TimeScape Explorer' (Investing UI).	

RESEARCH INTERESTS

Quantum Computing
Distributed Systems
PL Theory
Operating Systems (Reproducible Builds) / DevOps
Symbolic Computation

EDUCATION

First Class Hons. BSc. Computer Science   September 2013 - July 2016
University of Reading

First Year	Computer Architecture, Programming, Software Engineering, Maths for Computer Science, Fundamentals of Computing, Computer Applications,
Second Year	Compilers, Operating Systems, Neural Networks, Machine Intelligence, Java, Computer Architecture, Advanced Databases, Databases, Essential Algorithms, Systems Design and Project Management
Third Year	Social, Legal and Ethical Aspects of Science and Engineering, Individual Project, Data Mining, Concurrent Systems, Evolutionary Computation, Virtual Reality, Computer Networking

SKILLS

In Production:	Scala, React, Node.js, PostgresSQL, Bash, Linux, AWS, Golang
In General:	Scala, Node.js, Bash, Lisp
Preferred Stack:	Bash, Scala

GITHUB   https://github.com/watkinsr

PROJECTS	**Next-Browser**	**2018**

Open source involvement in Next Browser, a web browser for professional productive individuals.
Source: `https://github.com/next-browser/next`

Simple Quantum Assembly (Thesis) 2016
A programming language that simulates quantum computation.
Project: `http://github.com/watkinsr/SQASM`
Thesis (PDF): `http://github.com/watkinsr/sqasm-thesis`

2D SDL RPG Engine (C++) 2013
Framework to make 2D RPG's. Over 3000 lines of code in C++.
Source: `http://github.com/watkinsr/SDL-RPG`

CERTIFICATIONS	**Functional Program Design in Scala**	**October 2018**
	Functional Programming Principles in Scala	**October 2018**
	Parallel Programming	**March 2019**
	Big Data Analysis with Scala and Spark	**March 2019**

COMMUNITY INVOLVEMENT	**Mentor for Android Game Development MOOC**, FutureLearn Ltd	**2014-2016**
	Answering various Java and Android related questions from participants	

HONORS	**Software Engineering Winner**, University of Reading	**2014**
	Best Team Participation (The EDGE Project), Carshalton College	**2013**

LANGUAGES	**English**	Native
	German	Basic
	Chinese	Basic