Ryan Watkins

CONTACT London, ryanwatkins54@gmail.com INFORMATION United Kingdom (+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)

UX/UI for 'TimeScape Explorer' (Investing UI).

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RESEARCH Quantum Computing INTERESTS 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,

July 2015 - September 2015

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: JS, React, Node.js, PostgresSQL, Bash, Linux, AWS, Golang

In General: Node.js, Bash, Lisp

Preferred Stack: Clojure/Haskell, Common Lisp, Bash, Scala, Ocaml

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 full PL 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

COMMUNITY Mentor for Android Game Development MOOC, FutureLearn Ltd 2014-2016

INVOLVEMENT 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 Professional

Chinese Basic