

# Ryan Watkins

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<b>CONTACT INFORMATION</b>	London, United Kingdom	ryanwatkins54@gmail.com <a href="http://ryanwatkins.me">http://ryanwatkins.me</a>
<b>GITHUB</b>	<a href="https://github.com/watkinsr">https://github.com/watkinsr</a>	
<b>EXPERIENCE</b>	<b>Red Ant</b> , London, United Kingdom                      September 2017 - December 2018 <i>Full Stack Developer</i> Node.JS, React/Redux, React-Native, Meteor, TDD.  <b>Sixt</b> , Munich, Germany                                              August 2016 - January 2017 <i>Full Stack / Scala Developer</i> Golang API/middleware, ReactJS/Redux. Scala.  <b>Allianz Global Investors GmbH</b> , Munich, Germany <i>Frontend Developer (Internship)</i> July 2015 - September 2015  <b>Feistybird</b> , London, United Kingdom <i>Founder</i> September 2014 - July 2015 Founded and developed 'Feistybird', a twitterwall as a service.	
<b>RESEARCH INTERESTS</b>	Quantum Computing PL Theory	
<b>EDUCATION</b>	<b>First Class Hons. BSc. Computer Science</b> University of Reading	September 2013 - July 2016
<b>LANGUAGES</b>	Clojure, Scheme, Scala, Javascript, Bash, C, PostgreSQL	
<b>FRAMEWORKS</b>	React, Redux, React Native, Meteor	
<b>SYSTEMS</b>	Linux, AWS	
<b>CERTIFICATIONS</b>	<b>Functional Program Design in Scala</b> <b>Functional Programming Principles in Scala</b> <b>Parallel Programming</b> <b>Big Data Analysis with Scala and Spark</b>	<b>October 2018</b> <b>October 2018</b> <b>March 2019</b> <b>March 2019</b>

<b>PROJECTS</b>	<b>Next-Browser</b>		<b>2018</b>
	Open source involvement in Next Browser, a web browser for professional productive individuals.		
	Source: <a href="https://github.com/next-browser/next">https://github.com/next-browser/next</a>		
	<b>Simple Quantum Assembly (Thesis)</b>		<b>2016</b>
	A programming language that simulates quantum computation.		
	Project: <a href="http://github.com/watkinsr/SQASM">http://github.com/watkinsr/SQASM</a> Thesis (PDF): <a href="http://github.com/watkinsr/sqasm-thesis">http://github.com/watkinsr/sqasm-thesis</a>		
	<b>2D SDL RPG Engine (C++)</b>		<b>2013</b>
	Framework to make 2D RPG's. Over 3000 lines of code in C++.		
	Source: <a href="http://github.com/watkinsr/SDL-RPG">http://github.com/watkinsr/SDL-RPG</a>		
<b>COMMUNITY INVOLVEMENT</b>	<b>Mentor</b> , FutureLearn Ltd		<b>2014-2016</b>
	Answering various Java and Android related questions from participants		
<b>HONORS</b>	<b>Software Engineering Winner</b> , University of Reading		<b>2014</b>
<b>HUMAN LANGUAGES</b>	<b>English</b>	Native	
	<b>German</b>	A1	
	<b>Chinese</b>	Basic	