

Ryan Watkins

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EXPERIENCE **Feistybird**, London, United Kingdom <http://www.feistybird.com/>
Founding Engineer and CTO **September 2014 - Now**
Founded and developed 'Feistybird', a service that moderates and displays social feeds from hashtags, adds event agendas and customizes the final display layout. The service is used by multiple global companies. Technologies used include SQL, JS, PHP, React, AWS, Unix, Node.js, CSS and HTML

Allianz Global Investors GmbH, Munich, Germany
Frontend Developer (Internship) **July 2015 - September 2015**
Improved UX/UI for 'TimeScape Explorer' (Investing UI). Integrated various open source libraries into the existing ASP.NET framework such as 'Handsontable' and 'MetricGraphics'. Coordination with project integrating new database schema. Performance optimization on large datasets from SQL database. Technologies used were Git, jQuery, ASP.NET and JS.

Sixt GmbH & Co. Autovermietung KG, Munich, Germany
Full Stack / Scala Developer **August 2016 - January 2017**
Golang API/middleware, ReactJS/Redux. Scala.

EDUCATION **Bachelor of Science**, University of Reading **September 2013 - July 2016**
Grade: First Class

Modules(Y1): Computer Architecture, Programming, Software Engineering, Maths for Computer Science, Fundamentals of Computing, Computer Applications,

Modules(Y2): Compilers, Operating Systems, Neural Networks, Machine Intelligence, Java, Computer Architecture, Advanced Databases, Databases, Essential Algorithms, Systems Design and Project Management

Modules(Y3): 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, PHP, Python, Node.js, MySQL, PostgreSQL, Bash Shell Scripting, Linux, AWS, ASP.NET

In General: C#, C++, Java, C

Preferred Stack: JS, Node.js, React, Sass, Git, PHP

PROJECTS **2D SDL RPG Engine** **2013**
Framework to allow developers to make their own 2D RPG's in C++. *100% grade awarded* in first semester. Over 3000 lines of code. Technologies used were SDL and C++.
GitHub Repository: <http://github.com/watkinsr/SDL-RPG>

Quantum Programming Language **2016**
Third semester project, full simulator and language that runs Deutsch's algorithm and C-like code. Research paper to come soon (April 2016). Technologies used: Python, C, YACC and LEX.
GitHub Repository: <http://github.com/watkinsr/QuantumPLToy>

Easyquantum - Quantum Computing Lessons **2015**
Project to teach computer scientists about quantum computing.
Website: <http://watkinsr.github.io/easyquantum/>

Quantum Computing for Computer Scientists Drills **2015**

Python to illustrate quantum computing concepts.

GitHub Repository: <https://github.com/watkinsr/QuantumComputingDrills>

Breakout - Android Game

2015

Android breakout game done in second year at University of Reading. Contains a few advanced features (you can control two paddles and there are multiple balls)

GitHub Repository: <https://github.com/watkinsr/breakout>

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

Professional

Chinese

Basic