Ryan Wire

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Skills

- Languages & Frameworks: TypeScript, React, JavaScript, Node, Express, HTML, CSS, Bootstrap, Skeleton, d3
- Management & Deployment: Git, GitHub, Command Line
- Databases: MongoDB
- Methodologies: Functional Programming, Object Oriented Programming, MVC Pattern, Responsive Design, Authentication, WireFraming
- Excellent communication skills, Teamwork skills, Interpersonal skills, and Writing skills
- Experienced in working in a team environment
- Competent in troubleshooting problems in code.
- Experienced in working with educational Smart Boards

Projects

https://github.com/wirery

Education

General Assembly Software Engineering Immersive April 2021-July 2021 **LaGrange College** M.Ed in Curriculum and Instruction August 2013 - June 2015 **Columbus State University** Early Childhood Education June 2008-May 2011 **Certification:** T-4, Early Childhood Education

Software Experience

Software Engineering Immersive Student—Remote General Assembly, full time, 4/2021-7/2021

- 12-week, 500+ hour training program focused on Git/Github, HTML, CSS, Javascript, Node, MongoDB, SQL, and Python.
- Developed a blackjack gaming app
- Created a task recording app, a coin exchange app using MERN, and a basic coin catalogue CRUD app

Employment Experience

August 8, 2015-2017; Teacher, 4th Grade; North Metro Academy of Performing Arts, Gwinnett Charter

September 2012-June 2014; Pre-k Teacher; **Tiny Treasures Early Learning Center**

October 2011-September 2012; Substitute Teacher; Troup County Schools

February 2012-May 2012; Long Term Substitute; Whitesville Road Elementary

Responsibilities Included:

- Developing and administering lesson plans and assessments
- Supervising and assisting students
- Developing and reinforcing class routines
- Interacting with students and school staff on student issues
- Developing integrative theme units for students
- Working cooperatively in a team planning environment