

Ryan Pals

ryanpals@gmail.com

<https://www.linkedin.com/in/rjpals>

(319) 930-2308

EXPERIENCE

Breach Secure Now!

Front End Developer

Remote, USA

Jan 2024 - Present

- Led front-end quality control initiatives during engineering on-shoring projects, including bug triage, implementation of automated integration & unit testing, and improved code quality via automated linters, OpenAPI specifications and Typescript type annotations.
- Designed and implemented responsive layouts, interactive features, and robust, reusable components using modern React & MaterialUI design principles.
- Diagnosed and resolved complex issues, such as UI/UX inconsistencies and performance bottlenecks, creating performance increases of up to 32%

Freelance Contracting

Data Labeller (DataAnnotation.tech)

Remote, USA

Feb 2023 - Dec 2023

- Evaluate the accuracy, performance and helpfulness of large-language model (LLM) responses to prompts about software engineering and computer science concepts

Zesty.io

Frontend Developer 2

Remote, USA

Mar 2022 - Feb 2023

- Led implementation of incremental TypeScript adoption plan for legacy React & JavaScript application
- Converted application from legacy SASS based design system to CSS-in-JS base Material UI
- Redesigned several user experiences including digital asset manager, global search experience, and navigation.
- Created metrics reporting dashboard to improve user's billing understandability

Hobu, Inc

Software Engineer

Iowa City, IA

Feb 2019 - Mar 2022

- Rewrote OpenLayers & React based GIS application for National Geospatial-Intelligence Administration
- Submitted shader improvements to Potree (open source 3D GIS web renderer based on Three.js/WebGL)
- Submitted new modules to PDAL open source point cloud processing software allowing for reading/writing of OBJ point cloud files files
- Built out 3D rendering application to assist in the researching of glacier movements (helheim.lidar.io)

SKILLS

Languages

TypeScript/JavaScript, Python, Bash, C/C++

Software/Technologies

React, Redux, MaterialUI, RTK-Query, Cypress, Sentry.io, Tailwind CSS, Next.js, WebGL/ThreeJS, OpenLayers, GNU/Linux, vim, Docker, Node.js/Express, Django, Supabase/Postgres, SQLite

EDUCATION

Iowa State University

Bachelor of Science in Computer Engineering

Ames, IA

Aug. 2015 - Dec. 2018

- Final Cumulative GPA 3.35, Junior/Senior GPA 3.72
- Supplemental Focus Area in Cyber Security