

## Employment

### Software Engineer

Verily

Jun 2016 – Present

- Building a clinical studies platform, focusing initially on Baseline, a study designed to understand what it means to be “healthy”
- Built & launched a website for the Debug Project, aimed at eliminating the Aedes aegypti mosquito, a vector of many diseases

### Developer Programs Engineer

Google

Jun 2015 – Jun 2016

- Built tools & provided support to developers to help them more easily interact with Google's developer products
- Gave a 45-minute talk at Google I/O 2016 on easily bringing your app to Android TV
- Redesigned and implemented an improved Nest API SDK library for Android

### Software Contractor

Google (via Adecco)

Aug 2014 – Jun 2015

- Designed & built multiple components of gcloud-node, an idiomatic Node.js library for interacting with Google Cloud Platform

### Software Engineering Intern

Google

May 2014 – Aug 2014

- Assisted in building the Codelab kiosk infrastructure, reviewed codelabs, & TA'd codelab sessions for Google I/O
- Reinvented and implement improved Google API NodeJS client library and provide open developer support for this library
- Increase popularity and adoption of Google API NodeJS client library from ~9k downloads/month to ~60k downloads/month

### Software Developer Intern

Top Hat

Sep 2013 – Dec 2013

- Designed, implemented & tested a new notification system for Top Hat web application using Django & Backbone
- Developed and tested periodic tasks on Celery to release notifications to users in a randomly sampled manner

### Identity Intern

Mozilla

May 2013 – Aug 2013

- Implemented WebRTC authentication module in Firefox as outlined in W3C specification as patches and an add-on
- Extended Persona to support WebRTC authentication enabling sites to verify a user's identity for WebRTC calls
- Built Tin Can, a web application for calling friends securely, showcasing the importance of WebRTC authentication

### Software Developer Intern

Blindside Networks

May 2012 – Aug 2012

- Developed an HTML5 Client for BigBlueButton using NodeJS, WebSockets (SocketIO), Redis and HTML5
- Applied Ruby, JavaScript and SVG to BigBlueButton whiteboard playback to add shapes, cursor, clear/undo features

## Technical Experience

### Side Projects

- **100+ open source projects on GitHub:** Check out [github.com/ryanseys](https://github.com/ryanseys) for a full list of projects I've open sourced
- **Foodly:** A SaaS for restaurant owners to easily create and host a fully-featured website for their restaurant
- **Jawbone UP API Client:** A NodeJS API client library for interacting with the Jawbone UP API
- **PhotoGPS:** Drag-n-drop photos to instantly plot on Google Maps using GPS Exif data via FileReader API
- **tmprtr:** Zero-click weather app gives instant location-based weather conditions from Wunderground API
- **Next O-Train:** NodeJS/Bootstrap website shows countdown to Next O-Train per station and direction

### Additional Experience

- **IEEE Volunteer & Technical Director (2011 – 2013):** Maintained & supported IEEE electronic equipment, computer services and website; organized and ran events for IEEE including SPAC, FPGA Competition and CodeJam
- **Hackathons/Conferences:** Google I/O (2x), CUSEC (4x), HackTheNorth, Hackanooga, Facebook, #Hack4Good, GitHub

## Education

### Ottawa ON

Carleton University

Sept 2010 – May 2015

- Bachelor of Engineering, Software Engineering, High Distinction (Co-op Option)
- Graduated May 2015, CGPA 10.74/12 (89%)

## Languages and Technologies

**Languages & Markups:** JavaScript, Java, Python, Ruby, C/C++, SQL, HTML5, CSS, JSON, XML/SVG

**Libraries & Frameworks:** Node.js, Ruby on Rails, Django, OpenGL, WebRTC, WebSockets, Closure, Backbone, JQuery

**Tools & Practices:** Git, Mercurial, AWS (EC2, S3), Docker, Redis, Heroku, Eclipse, MVC, Agile