

RYAN O'DONNELL

SENIOR SOFTWARE DEVELOPER

EXPERIENCE

- 2022 - 2024** **BACKERKIT**
Senior Software Developer
- Developed a new crowdfunding platform while supporting legacy products.
 - Defined and delivered a multitude of features utilizing extreme programming practices.
 - Configured autoscaling for Sidekiq workers to ensure timely job execution during peak workloads.
- 2021 - 2022** **SONDERMIND**
Senior Software Developer
- Worked closely with front-end developers and project managers to delivery features for therapy providers.
- 2019 - 2021** **KENNA SECURITY**
Software Developer
- Played an integral role on a wide variety of projects across three teams.
- 2017 - 2019** **RED BUBBLE**
Software Developer
- Maintained and optimized software that continuously distributes 150 million ads.
- 2015 - 2017** **BRAINTREE**
Software Developer
- Green fielded a marketplace solution.
- 2014 - 2015** **Support Developer**
- Triaged or fixed bugs found by merchants or Braintree support.
 - Imported and exported sensitive vault information.

SKILLS

RUBY • RAILS • C++ • JAVASCRIPT • PYTHON • ELIXIR
SQL • PHOENIX • GIT • DOCKER • SIDEKIQ • GRAPHQL
REACT • REDIS • TURBO • STIMULUS • TAILWIND CSS

EDUCATION

APP ACADEMY
Full stack coding boot camp

SONOMA STATE UNIVERSITY
BS Computer Science

ATTENDED CONFERENCES

RAILSCONF • RUBYCONF • WRITE THE DOCS • DOCKERCON

RECENT PROJECTS

CENTAUR 2022
github.com/ryanjpodonnell/centaur-2022
Modernized a classic pinball machine with a comprehensive rewrite using an open-source, Arduino-based OS.

INTERESTS

COMPETITIVE PINBALL • MOVIES • VIDEO GAMES • CYCLING

CONTACT

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twitch.tv/gametimetelevision
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