

Ryan Odd

Problem solver with 7 years of dev experience, 5 years specializing in web.



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Technologies

- **Frontend:** HTML, CSS / SCSS, JS, Typescript, React, Vue, React Native, Next.js, Storybook, Figma, Radix, Zod, Redux, React dnd kit, Apollo, Tailwind
- **Backend & API:** REST APIs, GraphQL APIs, AWS (Lambda, S3, DynamoDB, Amplify), NodeJS, MySQL
- **Tools & Platforms:** GitHub, Shopify, Sentry, Git, Bash, Linux, Windows
- **Languages:** Python, C, C++, Ruby on Rails, Java, Kotlin, C#

Professional Experience

Stage TEN - *Live video & commerce web platform* - [Learn more](#)

March 2021 - Present

Frontend Developer

- Implemented 20+ reusable design system components using Storybook & Radix, fulfilling design & accessibility standards
- Authored 700+ pull requests, fixing 100+ bugs and continuously improving the platform
- Audited & fixed responsiveness of interactive web player
- Reduced local development hot-reload time from ~15 seconds to ~2 seconds, accelerating development
- Added Sentry integration to web player, enabling performance monitoring & error tracking in production
- Led implementation of Shop Mini project - Implemented a live interactive video player in React Native within Shopify's Shop app, collaborating with Shopify as part of the Shop Minis Early Access Program
- Opened 30 issues in the Shopify's shop-minis-partners github repo
- Submitted bug report to Google Chrome team with reproducer example, resulting in a bugfix for HTML Canvas

Zynga - *Video game developer*

May 2020 - August 2020

Software Engineer

- Made frequent user-facing changes to 'Words with Friends 2', a React Native app with millions of users
- Worked with designers to implement 'Word Wheel Bonus Puzzles' feature, increasing engagement & resource spending in 'Word Wheel' minigame

Personal Projects

NYT Crossword Pencil Toggle - *Chrome extension*

[Chrome web store link](#)

- Adds a convenient feature to New York Times's crossword site - Press Left Shift to toggle the pencil tool
- Collaborated with user community to implement and merge new features via pull request

Planks - *Single player puzzle game*

planks.ryanodd.com

- Designed and developed a feature-complete web game from concept to deployment
- Next.js, Typescript, React, zustand, AWS Amplify

Card Game - *Single player collectible card game*

cardgame.ryanodd.com

- Designed and developed feature-rich web game with deck building, card battles, in-game economy
- Next.js, Typescript, React, React dnd kit, Radix, Tailwind, AWS Amplify, Easy Diffusion

Education

University of Waterloo - *Bachelor of Computer Science, Business Option*

- Received 4 'Outstanding' evaluations out of 6 work terms, demonstrating success in real-world industry roles