

RYAN BYRNE

SOFTWARE ENGINEER

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A pragmatic and team oriented Software Engineer with over 4 years of professional experience developing high-valued products and driving improvements to company workflows. Thrives in environments that emphasize ownership, accountability and creativity in order to solve real world problems.

PROFESSIONAL EXPERIENCE

[Plexus Worldwide](#) | Gut Health & Wellness

Tech Lead, Senior Software Engineer | Oct 2023 - Present

Java Spring Boot Mulesoft NodeJS NextJS Kafka TypeScript React leadership event-driven

- Led an engineering team in developing a second-generation, message-driven order system to enhance scalability and global order fulfillment.
- Developed architectural diagrams and documentation for new and legacy systems which greatly improved coordination efforts between teams.
- Motivated and unified my team during turbulent times, maintaining consistent delivery.
- Accelerated junior engineers' technical capabilities through mentorship.
- Guided teams in adopting software engineering best practices including inversion of control, separation of concerns, and improved testing methodologies to enhance code quality.
- Developed a progressive rollout strategy utilizing Launch Darkly for synchronizing features spanning multiple front-end services.
- Achieved first place in Plexus Worldwide's Hackathon by learning Spring Boot and implementing a message routing service with dead-letter capabilities within an 8 hour time frame.

[Swift Events](#) | Event Management Startup

Full Stack Engineer | Oct 2022 - Oct 2023

NextJS React TypeScript AWS MySQL serverless startup

- Founded and built a SaaS event management platform tailored for small to medium sized businesses as a response to market demand.
- Received 60 successful event registrations leading to over \$3,000 of revenue the first month after launch.
- Reduced technological costs by 80% and improving elasticity and scalability by hosting service on edge runtime infrastructure.
- Maintained aggressive release cycles by leveraging services such as Stripe, Clerk and SendGrid.
- Streamlined debugging process by using Sentry and reduced patch time to less than 30 minutes after receiving a report.

Northrop Grumman | Defense Contracting
Cyber Architect | Jun 2021 - Oct 2022

Python Ansible Terraform CICD cybersecurity automation

- Revolutionized company operations by working with my team to design and build a DOD-compliant software factory used to automate testing, scanning, deployment, and logging for multiple programs.
- Developed and deployed a custom cybersecurity tool to securely scan and transfer data between parties and onboard other teams to using this tool in their workflows.
- Partnered with my teammate to engineer a cybersecurity toolkit to monitor and develop reports on critical systems achieving a 99% speed-up in compliance and security scanning.
- Worked between two teams and managed efforts using Agile methodologies such as Scrum and Kanban.
- Initiated regular discussions with leadership to improve program efforts and efficiency.

Software Engineer | Jun 2020 - Jun 2021

.NET Razor Pages REST API MSSQL C#

- Innovated on internal enterprise metrics by developing a .NET Core application that tracked the career trajectories of internal employees.
- Led the efforts in architecting the application and became the trusted primary contact for stakeholders with regard to the technical aspects of the project.
- Documented company procedures and technical specifications which aided in training 3 new teammates and expedited their on-boarding.
- Organized and achieve successful integration of back-end services with other teams resulting in a unified experience with other internal tools.
- Received the Bravo Award for Operational Efficiency for exceptional communication and reliability.

Fundfish | Business Funding Startup

Software Engineer | Aug 2020 - May 2021

.NodeJS ReactJS Google Firebase AWS TypeScript Docker Figma Adobe CC

- Worked with my team of 5 to bring a client’s idea for a business funding startup from idea to MVP where it was presented to Venture Capitalists and received additional funding.
- Developed a React frontend based on Figma prototypes that securely connected to a NodeJS REST API.
- Created custom digital assets using Adobe Creative Suite used for branding materials, including company logos and images.
- Automated deployments using GitHub workflows to test, build Docker images and deploy the containerized application to AWS.

EDUCATION	ACHIEVEMENTS
<div>Stevens Institute of Technology</div> <div>Hoboken, NJ2021</div> <div>BS Computer Science</div> <div>Minor Cybersecurity</div>	<ul style="list-style-type: none">• Plexus Worldwide Hackathon Winner• Northrop Grumman Bravo Award for Operational Efficiency• Steven’s Institute of Technology Dean’s List• NCAA Volleyball Championship Finalist