Ryan Henry Gonzalez

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Skills

- **Languages:** C#, Java, JavaScript, TypeScript, HTML, CSS, XML, Oracle SQL
- **Development Stack:** Bootstrap 4, Vue.js 1.0, React.js, Angular.js, .NET, Spring, Mockito, Junit, Apache Ant, Maven, w3.css, Git, SoapUI, Postman
- **Certifications:** Salesforce AI Associate

Experience

Slalom Build, *Software Consultant*   **Sep 2021 - Apr 2024**
- Led React development efforts for a hotel client project, building reusable components used across various teams; demonstrated leadership and expertise in React and took on a subject-matter expert role for my team.
- Reduced query execution time by an average of 30 percent by optimizing and refactoring queries and data access patterns within a gas client application.
- Reduced REST API response time by an average of 10 percent implementing .NET in-memory caching for frequently accessed data and leveraging asynchronous processing techniques to handle I/O-bound operations concurrently.
- Implemented custom DORA (DevOps Research and Assessment) metrics as a proof of concept application using Docker and Apache DevLake, facilitating enhanced visibility into deliverable velocity for both the development team and the client. This initiative enabled targeted improvements and ensured transparency regarding progress on promised deliverables.
- Won 1st place in a company wide architecture challenge with two colleagues. Crafted a robust high-level architectural solution that effectively tackled the statement problem given to us. Took the lead in designing a user-friendly UI/UX Lucidchart diagram, illustrating how users interact with the application.

J.P. Morgan Chase & Co., *Software Engineer*   **July 2018 – Sep 2021**
- Utilized JavaScript, React, and the J.P. Morgan UI toolkit to create a web-based onboarding tool for new users of an existing application. Built services using Java, Spring Boot, and Hibernate for effective dependency control and object-relational mapping.
- Enhanced and modernized portion of a monolithic legacy application. Spearheaded migration from Vaadin to React for core components. Managed application state through the use of Redux.
- Created REST API utilizing semantically correct HTTP verbs (e.g., GET and POST) to perform CRUD operations and perform multi-part file uploads supporting domain-critical operations.
- Utilized Postman to create automated regression tests for the GET and POST operations aforementioned.
- Provided production support for critical applications. Tasks included: Live debugging of production issues, test application environment creation via bash scripts, writing and executing SQL scripts required to pull data utilized during audit reports, and managing user access.

Heavy Construction Systems Specialists, *Software Development Intern*   **June 2017 – Aug 2017**
- Created automated test scripts using Ranorex to provide test coverage for the installation, login, usability, and redirect features within HCSS's proprietary desktop application.
- Used Vue.js and various Javascript libraries (moment.js, lodash.js, c3.js, mapbox.js, leaflet.js) to build dashboards exposing geolocation data, reactive search, and graphical data features used throughout the company. Data was stored/retrieved from a MySQL database using the Microsoft Entity Framework.

Personal Projects

MLB Statistics Telegram Bot, *Typescript, grammY.dev, Cyclic.sh*   **Dec 2022 - Current**
- Developed a stateless baseball information bot using the grammY.dev telegram bot framework and Cyclic.sh for rapid development and deployment.
- Utilized the MLB Stats API to provide valuable information to users in real-time, including game scores, player statistics, and more.

Catan Board Generator, *JavaScript, HTML, CSS*   **Jan 2020 - May 2020**
- Utilized the Bootstrap 4 framework to build a modern and responsive web app that is optimized for use on mobile devices.
- Developed the app with a focus on user experience, ensuring that users can easily generate balanced board combinations for both 1-4 player and 5-6 player expansion boards.
- Implemented algorithms to ensure the generated boards are fair and balanced, providing an optimal playing experience for all users.

Education

Bachelor of Science in Computer Science   **University of Houston, Spring 2018**