

Ryan Triggs

rdtriggs.io
ryan@rdtriggs.io | 657.859.9087

EDUCATION

CAL STATE FULLERTON

B.S. COMPUTER SCIENCE

Fullerton, CA

College of Engineering and Computer Science

LINKS

Github:// [rdtriggs](#)

LinkedIn:// [rdtriggs](#)

Medium:// [@rdtriggs](#)

SKILLS

PROGRAMMING

C# • VB6/.NET • T-SQL • MySQL

Entity Framework CF • LINQ

Javascript • Bootstrap • LESS

Git • TFS • Jira

Amazon Web Services

PATTERNS

MVC • MVVM

METHODOLOGIES

Agile • Waterfall

Familiar:

PHP • Xamarin • Python • Vue.js

Google Analytics

EXPERIENCE

IPS GROUP, INC | SOFTWARE ENGINEER

December 2016 – Current | Tustin, CA

- Managed a team of developers working on various projects and coordinated corporate resources to facilitate internal integrations between teams.
- Lead the architecture design and development of cross-platform mobile software, web services, web applications and various RD projects.
- Created microservices to securely broker data between 3rd-party web services and our REST APIs
- Lead Engineer for IPS's white-label citation portal application. Developed UI, business layer logic, Interactive Voice Response (IVR), and payment gateway integration.
- Member of hiring and resource allocation team.

ATLANTIC-PACIFIC PROCESSING SYSTEMS | SOFTWARE ENGINEER

June 2014 – December 2016 | Fountain Valley, CA

- Led a team to assess operational requirements and organizational readiness to migrate the company's data center to AWS. Researched and organized multiple partners to complete AWS migration.
- Implemented Agile methodologies, designed company's coding practices and created policies to ensure 100% audit readiness.
- Designed, developed, tested and documented the company's flagship CRM application; a dynamic program built to identify critical vulnerabilities in merchant's infrastructure.

DAYLATER STUDIOS | SOFTWARE ENGINEER

January 2014 – May 2014 | Laguna Hills, CA

- Created technical foundation for startup development studio, including shared workspaces, SVC and setting up development environments.
- Implemented AI logic, as well as character control and physics behavior for an unreleased Ouya title.

IGN ENTERTAINMENT | PROGRAM MANAGER & EDITOR

June 2006 – January 2010

- Consulted, designed, and managed differentiated digital content distribution site for IGN's network of White Label partners including Microsoft, Ubisoft, and Her Interactive.
- Simultaneously directed multiple projects in varying stages of the SDLC.
- Teamed up with Engineers, Design and Marketing to facilitate project requirements, timelines, project readiness and release planning.

CERTIFICATES

Mar 2018 - AWS: Certified Developer - Associate