Ryan Triggs

rdtriggs.io
rdtriggs@gmail.com | 714.852.8834

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 • AWS

PATTERNS
MVC • MVVM

METHODOLOGIES
Agile • Waterfall

CERTIFICATIONS
AWS Certified Developer - Associate

Familiar:
PHP • Xamarin • Python • Vue.js
Google Analytics

Personal Projects:
Project Pedit5 (Unity - AARPG) • Stashy (Vue.js - Portfolio Tracker)

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.

ALPHA PLATFORM | Lead Program Manager || Software Engineer
March 2018 – December 2018 | Tustin, CA

- Managed a team of developers and content creators working on various projects and coordinated resources to facilitate internal integrations between teams to insure deadlines were met.
- Created all technical documentation including project white paper and infrastructure diagrams. I also wrote Medium articles introducing the team and discussing the vision of the company.
- Designed and built customer facing website utilizing AWS Serverless infrastructure.
- Project Co-Founder, Lead Program Manager, Technical Writer and talent acquisitions; this project was a start-up through and through requiring multiple hats, an acute attention to detail and heaps of passion.
- Alpha's Medium:// **@Alpha_Platform**

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.

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EXPERIENCE

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.
- Edited partner's user-facing websites to highlight most relevant content based on analytical data, upcoming releases and industry trends.
- Wrote and published articles on breaking game news, shared demos, file saves and free to play games for 3dGamers.com.
- Managed a 2 person team to create content, design art assets and develop additional functionality.
- Prioritized content based on analytical data, popularity trends and direction from upper management.