

Ryan Warner

Software Engineering Leader

I have over 12 years of industry experience building web applications and software solutions.



ryan@warner.codes

EXPERIENCE

Software Engineering Manager

mmhmm

Aug 2020 - present

One of three founding engineers, I built many of the web properties from scratch. As the team grew, so did my responsibilities. I now manage a team of 7 engineers.

Solo Founder

Dittobase

Aug 2023 - present

A Pokémon database, news site, and community. I am the designer and developer, community leader, live streamer, writer, and investor in my own project.

Lead Web Developer

All Turtles

May 2019 - Aug 2020 · 1 yr 4 mos

I lead development on a handful of React applications as well as static marketing sites using Gatsby and Prismic. This position evolved into the mmhmm position when mmhmm was born as an internal All Turtles product.

Full Time Freelancer

Self Employed

Oct 2017 - May 2019 · 1 yr 9 mos

I worked with a number of different clients from Stanford University to early stage startups. While working with Stanford I built a linguistics mobile application, “Wordful,” using React Native and Firebase.

Software Engineer

Joyable

Apr 2016 - Oct 2017 · 1 yr 7 mos

I joined a team of full stack engineers building the future of remote Cognitive Behavioral Therapy. I built and designed web interfaces using React, Ruby on Rails, AngularJS, and Sketch.

Team leader, community builder, frontend leaning software generalist, coder, designer, gamer, runner, dog dad.



www.warner.codes



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github.com/RyanWarner



dribbble.com/RyanWarnerCodes



x.com/RyanWarnerCodes

SOFT SKILLS

Team building, hiring, technical leadership, written, verbal, and video communication, mentorship, career growth

ENGINEERING SKILLS

React, NextJS, TypeScript, CSS, Chakra UI, Ark UI, HTML, React Query & SWR, Zustand & Redux, i18n, HLS.js, SEO, accessibility

Node, Firebase, MySQL, AWS Cognito, S3, CloudFront, Route53, Playwright, Mocha, Sanity CMS

CI / CD, Vercel, Git

DESIGN SKILLS

UI design, UX design, Figma, clickable prototypes, website design, responsive design

OTHER TOOLS

Stripe, Swell eCommerce, Algolia, Blurb, Mixpanel, Google Search Console, Linear, Sentry, VSCode, DaVinci Resolve

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EXPERIENCE CONTINUED

Lead engineer / designer

Siberia

Oct 2013 - Mar 2016 · 2 yrs 6 mos

I worked directly with clients at this small design and development agency. I used tools such as AngularJS, Firebase, and Sketch to bring complex applications to life for clients such as Nike and AOL.

Developer

IPG Mediabrands

Oct 2012 - Apr 2013 · 7 mos

I built demo applications and proofs-of-concept to support the sales of emerging technology to big brands.

Jr. Front-End Developer

Brooklyn United

Jun 2012 - Oct 2012 · 5 mos

My first full time position after graduating from RIT was doing frontend web development in NYC (Brooklyn). Here I learned valuable skills such as version control using Git, how to work with clients, and how to work on a team.

EDUCATION

Bachelor of Science (B.S.), New Media Interactive Development

Rochester Institute of Technology

2008 - 2012

- Minor in Communications Advertising.
- Division III NCAA in the distance medley relay (400m).
- Created one of the first collegiate eSports teams for StarCraft 2.