

Ryan Than

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EDUCATION

University of Colorado Boulder - Boulder, CO

August 2017 – December 2021

Major: Computer Science, Bachelor of Science

GPA: 3.6

Minor: Creative Technology & Design

SKILLS

- ❖ Languages: HTML, CSS (+Tailwind), JavaScript, TypeScript, Bash, Java, Python
- ❖ Tools: React (+Next.js), Node.js, Jenkins CI/CD, Git Version Control, Figma, Adobe Creative Suite
- ❖ Strong time management, communication, organization, collaboration, and listening skills.

SOFTWARE DEVELOPMENT

Lingoport, Inc.

Boulder, Colorado

Software Engineer

January 2022 – Present

- Internal Product Development: Developed, tested, documented, and shipped several software deliverables in line with the company's product development roadmap. Commonly applied skills: HTML, CSS, JavaScript, Typescript, Bash, Java, Git, Jenkins
- Software Internationalization (i18n) Services: As a lead i18n engineer, I collaborated closely with clients to identify and refactor thousands of i18n software issues to bolster their globalization goals. Quickly adapted to various in-house programming styles and deployment pipelines. Created extensive technical documents, i18n code guidelines, and client training videos.

Intern

May 2021 – December 2021

- Wrote, tested, and shipped custom Bash shell scripts in accordance with clientele requests.
- Researched, developed, and tested several web application prototypes to assist in the integration of external code management software with internal company software.

Insights Intervention

Boulder, Colorado

Designer & Front-End Developer

August 2020 – May 2021

- Collaborated with four other students using an agile development methodology to develop a new mobile application for our senior capstone client. The app was developed as a companion to the client's main website and provides useful information to parents, teachers, and kids. Technologies used: React Native + Expo (Development), Figma (Design), Balsamiq (Prototype)
- Additionally, I assisted in identifying and executing over 30 unique user experience enhancements on the client's primary website.

PROJECTS

Figma Plugin - Lingoport Localyzer

October 2022 – March 2023

Figma, HTML, CSS, JavaScript, Typescript, REST API, Webpack

[Plugin](#) | [Demo](#)

- Designed, developed, and published a Figma plugin that connects with internal company software to allow users to translate their designs quickly and efficiently into different languages.

Ludos

January 2021 – May 2021

Xcode, Swift, REST API, Git, Figma

[Design](#) | [Demo](#)

- Using an agile development methodology, developed a native iOS mobile application that reads, parses, and displays information from over 500,000 video games provided by the [RAWG API](#).