Ryan Martinsen

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https://ryanmartinsen.com

Skills

Highly proficient in JavaScript, TypeScript, Node.js, React, Vue.js, PostgreSQL, Python, Java, Spring Boot, git, complex local development environments, MySQL, HTML, and CSS.

Experience

Principal Software Engineer – Atlassian, Remote. *March 2022–present*

Principal Software Engineer – *2024–present*

- Leading multiple workstreams building out enterprise change management capabilities.
- Driving org-level developer productivity.

Senior Full Stack Software Engineer – *2022–2024*

- Building and leading enterprise change management projects.
- Java and Kotlin: Spring Boot
- Python: Flask, Celery
- TypeScript: Node.js, React
- AWS: SQS, DynamoDB, Lambda, EC2, ElastiCache
- Other: PostgreSQL, Docker, LocalStack

Senior Software Engineer – Pluralsight, Utah. *July 2019–March 2022*

- Led a highly collaborative dev team to improve user onboarding.
- Worked closely with product management to plan our product roadmap.
- Used TDD and pair programing to build microservices with React, Vue.js, PostgreSQL, RabbitMQ, Kafka, Redis, and Node.js.
- Contributed to an infrastructure as code Gitlab pipeline to deploy services to an AWS-hosted Kubernetes cluster.
- Developed internal tools to increase developer productivity.

Senior Developer – Dotdash, Remote. *September 2011–July 2019*

Content Management – *2014–2019*

- Built a custom structured-content WYSIWYG editor with Quill.
- Created content management systems with Vue.js and Angular.
- Developed services and REST APIs in Node.js for content management systems.
- Worked to implement a publishing pipeline which was 10x smaller than the old one.
- Designed and developed a new permission model for CMS tools.
- Led effort to modernize CMS development with ES2015 and above.
- Standardized logging across all CMS tools and applications.

Calorie Count – *2011–2014*

- Built features using PHP, MySQL, and MongoDB to allow users to connect with other members, share status updates, daily progress reports, and receive community support.
- Created a system for accepting and verifying the accuracy of user-submitted foods, resulting in a 70% food database increase in less than a year.
- Led effort to refactor and migrate legacy code to a new platform.
- Initiated and led unit and integration testing efforts.

Senior Developer – PetFlow.com, New York NY. *March 2010–April 2011*

- Managed the setup, administration, and backups of development, staging and production servers, MySQL databases and database servers.
- Developed entire customer-facing website in Drupal (PHP, JavaScript, CSS).
- Was instrumental in executing a painless migration from Drupal to a new framework.

Developer & DBA – Portero Luxury, New York NY. *October 2008–March 2010*

- Configured a network of high-availability servers in a virtual private grid on which three major web components ran: back-end admin, third-party vendor admin, and the customer-facing website.
- Built admin and vendor platforms using Linux, PHP, MySQL, and the Doctrine ORM.
- Developed, extended, and integrated an API to synchronize data between a back-end server and the customer-facing Magento website.
- Contributed enhancements to the Zoop PHP framework, most notably the integration with the Doctrine ORM system for SQL databases.
- Administration of MySQL databases, database servers, and database replication.

Developer & Sys Admin – eRev, Salt Lake City UT. *2006–2008*

- Built a content management and e-commerce system from the ground up using PHP and MySQL. This platform powered over 200 websites.
- Implemented 3rd party payment processors PayPal and Authorize.Net.
- Designed and implemented solutions to streamline the sales to deployment pipeline.
- Complete server setup and management.

Web Developer – Nextline Media, Salt Lake City UT. *2005–2006*

- Built and maintained a variety of projects with PHP and MySQL.

Owner – Take a Hike Software, Salt Lake City UT. *1997–2004*

- Released the first popup advertisement blocker ever developed, Close Popup.
- Developed Mouse Trap to secure computers without the overhead of other security options on the market. Mouse Trap was featured in Windows Magazine, PC Magazine, and Lockergnome.
- Created Real Passwords for generating easy to remember, secure passwords.
- Built 12 other freeware and shareware applications.