

Ryan McGrath

Seattle, WA, United States 7037318853 ryan@rymc.io <https://rymc.io>

I'm a full-stack product-focused developer with enough design experience to be dangerous (or useful, depending on your viewpoint), who's interested in building and contributing to experiences surrounding privacy, digital rights, and data protection. Over the last decade I've been fortunate enough to work with companies around the world - even built one in Tokyo! Now I'm looking to take that experience interesting role to step into.

Technology-wise I've worked in a number of roles - managing engineering teams, scaling systems, architecting databases, and setting up servers. I've dabbled in enough machine learning to keep up stranger to UI work (mobile, desktop native, and web). I also teach programming in my spare time.

I've written, edited, and presented about technology at length in the past, and I periodically open source (or contribute to) various projects. If this matches what you're looking for, I'd love to chat further.

Technical Skills

Likes: writing presenting swift rust security privacy

Experience

Consulting and Freelance – RYMC

design, writing, presentations, project-management

Freelance entity, personal projects, etc. Portions of this work are covered under various NDAs, but for more information prospective employers and clients are welcome to inquire directly. Past clients include FastMail, Technicolor, the University of Maryland, a few different regions of Japan, and more.

Head of Engineering – Atlas Lane, LLC

amazon-web-services, aws-lambda, django, reactjs, react-redux, react-native, postgresql, ansible, python-3.x, javascript, websocket, vagrant, elasticsearch

Architected the backbone of the system, including but not limited to: user accounts, rent collection and accounting, mobile application(s), the API/data/frontend layers, and more. Led the engineering team and scoping priorities, while also mentoring more junior engineers to a point where they could work the full stack end to end.

Mentor – Thinkful

html, css, node.js, javascript, frontend

Worked with students to guide them through learning programming concepts ranging from experienced to advanced. Mentored in Objective C, JavaScript (Node and Browser), and general web design & advice on ways to approach interviewing for technical positions and identified goals for students to grow towards.

Mentor – Codementor

javascript, ecmascript-6, reactjs, webpack, flux, react-router, redux, babeljs

I taught intensive React development courses with Codementor. Each set of classes is designed to get students immersed in the React/Webpack/Babel world, ensuring they're up and running with a solid grasp of each concept as well as how they interact with each other.

Co-Founder & CTO – Colavi

objective-c, design, ios, avfoundation, python, sysadmin, javascript, html, css, project-management

Colavi was a video-editing (journalism, and later, real estate - strange combo, I know) startup based out of Tokyo, Japan, primarily aimed at the domestic Japanese market. I'm responsible for the direct management of technical resources, along with informing product development with respect to engineering. High focus on security due to the cloud-storage nature of the service. As the startup was still small, there was a lot of engineering work that I would take care of as necessary (iOS development, server maintenance, etc).

Engineer – 10x Management

objective-c, python, javascript, html, css

Early 10x contractor, engaged remotely most of the time. Left due to desire to not be remote anymore, coupled with increasing engagements at the day job. 10x works with a slew of companies to provide contracting resources, so feel free to ask for more situational information here.

Editor – JSMag

javascript, node, writing

I was an Editor for JSMag in my spare time. One of my methods of trying to give back to the Javascript and Web Development community at large. This role came at a pivotal time in the development of JSMag (for both Node and client-side), and I feel particularly proud to have helped provide a monthly source for people to learn from.

Senior Engineer – Gengo

python, php, oauth, node, api, translation, javascript

Full stack engineer, worked on database (mysql => postgresql), server-side code, client-side code as well as occasional bits of technical writing. Helped with hiring new engineers, one-off media projects, and speaking and conference engagements.

- Rewrote every client API library to match the new API, and worked with third party developers to help push the ecosystem at large (Ruby, Python, JavaScript, etc.). Managed the release of them (e.g. Pypi, npm, etc).
- Actively took part in the hiring process while building out the team, interviewing potential candidates and vetting their skills.
- Worked on core site UI refresh, including refresh of core translator tools
- Performed the majority of work in large-scale media integrations (e.g. news networks, content-heavy sites - inquire for more information)
- Presented at various conferences and acted as a developer evangelist

Venture Hacker – AngelList

ruby, rails

Early engineer on AngelList. Enjoyed my time here and the work was very interesting, but I was young and wanted to travel more. Worked on a slew of frontend-related features and built an internal incubator in Ruby to process deal interest.

Web Designer and Developer – RE/MAX BRAVO

php, python, javascript, webdesign, html, css

I worked on the redesign and development of RE/MAX Bravo, one of the leading RE/MAX agencies in the USA. This was concurrent with my Webs.com role as this didn't require my full-time commitment. When I joined Webs.com, it was known as Freewebs.com. Throughout my time here, I architected most of the user experience layer and brought designs to life, scaling them up on the client side to millions of users (daily, might I add). I lead the front-end engineering team, and worked to implement new and "best" practices across the board, ranging from standardized design to better coding practices.

Production Supervisor & Lead UI Engineer – Webs.com

javascript, java, html, css, design, manager, ui, ruby, spring-mvc

When I joined Webs.com, it was known as Freewebs.com. Throughout my time here, I architected most of the user experience layer and brought designs to life, scaling them up on the client side to millions of users (daily, might I add). I lead the front-end engineering team, and worked to implement new and "best" practices across the board, ranging from standardized design to better coding practices.

Education

Self Taught – N/A

objective-c, html, javascript, css, design, animation, ios, android, python, ruby, ruby-on-rails, django, node.js

I started freelancing earlier than 2004, but consider 2004 the big entry point to my career. I've by and large self-taught myself much of my engineering and design background, which has only been further opportunities I've had to work with stellar teams all around the world. A culminating point in this was my achievement of an engineering work visa for Japan without a degree, which is notably difficult and occurrence.

On Leave – Art Institute of Washington

I entered the Art Institute in 2006 with the intent of graduating with a degree in Media Arts & Animation, but found that the courses moved too slow for my liking. I left to pursue opportunities in the tech sector, and have just been too busy to complete it - for resume purposes this is "On Leave", but if I chose to go back to college at this point I'd probably try studying something I don't know.

Projects & Interests

Stack Overflow – <https://stackoverflow.com/users/126768/ryan-mcgrath>

Written 49 answers. Active in javascript and python.

twython – <https://github.com/ryanmcgrath/twython>

python, twitter, api, json

An up to date, pure Python wrapper for the Twitter API. Supports Twitter's main API, Twitter's search API, and using OAuth with Twitter.

One of the most popular/widely deployed Twitter API libraries for the Twitter API; over 1000 watchers, fun to work on. Merged/forked/patches applied.

react-iconpack – <https://github.com/ryanmcgrath/react-iconpack>

javascript, webpack, reactjs

A React Component for handling SVG icons, coupled with Babel and Browserify plugins to only bundle the icons you use.

A project I started to act as a compiler plugin for popular libraries Browserify and Webpack. The goal is to track individual usage throughout project structure at compile time, and inject the corresponding automatically, absolving the user of having to worry about unused assets in their bundle.

wrench-js – <https://github.com/ryanmcgrath/wrench-js>

javascript, node, filesystems

A JS (Node-specific) library for recursive directory operations, built when Node was relatively new and lacking ways to do this. Used by more open source projects than I can count, ultimately shut down some of the code.

django-rednoise – <https://github.com/ryanmcgrath/django-rednoise>

python, django

An opinionated addon for WhiteNoise, with a focus on Django environments.

A library that builds on top of the existing whitenoise python library for serving and hosting static assets with uwsgi. Just enables a few of the things that work better in a Django-specific environment. Po now been cloned back over to Whitenoise, too!

jTransliterate – <https://github.com/ryanmcgrath/jTransliterate>

python

Transliterate [Hirag/Katak]ana to Latin/English and back with Python. Convert half/full-width Japanese text.

Done as part of some linguistics research I was doing during my time at Gengo.

wii-js – <https://github.com/ryanmcgrath/wii-js>

javascript

A sane, documented, (hopefully) performant event-based library for Wiimote webpage interaction.

Built and released this library to enable Wii remote interaction on webpages in the Wii browser. Originally envisioned as a way to teach children games programming.

maprejuice – <https://github.com/ryanmcgrath/maprejuice>

javascript, mapreduce, node, couchdb, backgroundworker, distributed-computing, distributed

The source code for MapRejuice, a distributed client-side computing implementation of Map Reduce built on top of Node.js for the Node Knockout competition in 2010. Built over 48 hours, code is not yet been touched since. Feel free to peruse though!

Map Reduce, but using enrolled web pages with some code loaded on them as the workers instead of actual CPUs somewhere. Used CouchDB as a datastore.

Runner up to Node Knockout in 2010. Incredibly fun to build, distributed computing using attached browser instances!

drinkkitcom – <https://github.com/ryanmcgrath/drinkkitcom>

python, django, postgresql, postgis, geospatial, geolocation, mobile

A Foursquare clone written in Django to let Redditors broadcast DC bar crawls.

Wanted to clone FourSquare, this ran successfully for a bit before I didn't have a need to run it anymore. Notably sold an installation to a company in Norway, so there's an instance still running out there believe. Also notable in that it works on any mobile device that can browse the web (dumb-phones included).

Public Artifacts

Swipeable NSCollectionView – <https://rymc.io/2018/12/03/swipeable-nscollectionView/>

swift, cocoa, macos

A tutorial on how to achieve trackpad swiping on NSCollectionViewItem.

Rust, or: What's the Deal with GUIs? – <https://rymc.io/2018/06/29/rust-or-whats-the-deal-with-guis/>

rust, objective-c, macos, user-interface

An exploration of GUI programming in Rust.

A Deep Dive into PL/v8 – <https://rymc.io/2016/03/22/a-deep-dive-into-plv8/>

plv8, postgresql, javascript

Showcasing how to use JavaScript in Postgres via plv8, with everything on Compose (compose.com) infrastructure.

Recording Live Audio Streams on iOS « Veno Designs — Veno Designs – <http://venodesigns.net/2014/01/08/recording-live-audio-streams-on-ios/>

objective-c, cocoa-touch, avfoundation

A method of recording live-streaming MP4 data using an audio processing tap on iOS devices.

Using Javascript to control the Nintendo Wii « **Veno Designs — Veno Designs** – <http://venodesigns.net/2011/08/15/using-javascript-to-control-the-nintendo-wii/>
javascript, wii
A breakdown of how to control the Wii web browser with a JavaScript library I wrote in mid-2011.

Using the myGengo Translation API with Python « **Veno Designs — Veno Designs (myGengo)** – <http://venodesigns.net/2011/05/31/using-the-mygengo-translation-api-with-python/>
api, python
Written to showcase the new myGengo Python API library. Originally published on myGengo.com, now gone with removal of their old blog.

Emitting Custom Events in Node.js « **Veno Designs — Veno Designs (JSMag)** – <http://venodesigns.net/2011/04/16/emitting-custom-events-in-node-js/>
javascript, node.js
This is an article I wrote for the March 2011th issue of JSMag.

Hacking the Human Brain « **Veno Designs — Veno Designs** – <http://venodesigns.net/2011/03/06/hacking-the-human-brain/>
algorithm, android, mobile, java
Personal article I wrote detailing my algorithm for increasing short-term-recall of Japanese characters via a custom built Android application.

Linux.com :: Open source programming languages for kids – <http://archive09.linux.com/feature/155203>
linux
An article I wrote for (the original version of) Linux.com. Showcases then-options for teaching programming to young children.

Linux.com :: Supercharge Firebug – <http://archive09.linux.com/feature/147354>
javascript, debugging
Designing and building Web sites can be a maze of tasks these days. One tool that can simplify the task is the well-known Firebug extension, which lets you edit and debug HTML, CSS, and JavaScript

Apps & Software

Tokeo (Sold) – <https://tokeoapp.com/>
objective-c, swift, cocoa, cocoa-touch, rust, python, cryptocurrency
Simple news tracker for following bigger events in the cryptocurrency space. Was also largely an experiment in mapping back iOS paradigms (navigation controllers, etc) to macOS. Sold in October 201

Readings

Neuromancer – William Gibson – <http://www.amazon.com/Neuromancer-William-Gibson/dp/0441012035%3FSubscriptionId%3DAKIAIIBINOD46VC3JCLQ%26tag%3Dws%26linkCode%3Dxm2%26camp%3D2025%26creative%3D165953%26creativeASIN%3D0441012035>
Pattern Recognition – William Gibson – <http://www.amazon.com/Pattern-Recognition-William-Gibson/dp/0425198685%3FSubscriptionId%3DAKIAIIBINOD46VC3JCLQ%26tag%3Dws%26linkCode%3Dxm2%26camp%3D2025%26creative%3D165953%26creativeASIN%3D0425198685>
Hacker Cracker: A Journey from the Mean Streets of Brooklyn to the Frontiers of Cyberspace – David Chanoff, Ejovi Nuwere – <http://www.amazon.com/Hacker-Cracker-Brooklyn-Frontiers-Cyberspace/dp/0066210798%3FSubscriptionId%3DAKIAIIBINOD46VC3JCLQ%26tag%3Dws%26linkCode%3Dxm2%26camp%3D2025%26creative%3D165953%26creativeASIN%3D0066210798>
The Art of Deception: Controlling the Human Element of Security – Kevin D. Mitnick, William L. Simon – <http://www.amazon.com/Art-Deception-Controlling-Element-Security/dp/076454280X%3FSubscriptionId%3DAKIAIIBINOD46VC3JCLQ%26tag%3Dws%26linkCode%3Dxm2%26camp%3D2025%26creative%3D165953%26creativeASIN%3D076454280X>
The Art of Intrusion: The Real Stories Behind the Exploits of Hackers, Intruders and Deceivers – Kevin D. Mitnick, William L. Simon – <http://www.amazon.com/Art-Intrusion-Exploits-Intruders-Deceivers/dp/0471782661%3FSubscriptionId%3DAKIAIIBINOD46VC3JCLQ%26tag%3Dws%26linkCode%3Dxm2%26camp%3D2025%26creative%3D165953%26creativeASIN%3D0471782661>
Habeas Data – Cyrus Farivar – <https://www.mhpbooks.com/books/habeas-data/>
Privacy vs the Rise of Surveillance Tech

Tools

First Computer:EMachines 800Mhz, running Suse Linux 9.3
Favorite Editor:Vim