

# Ryan McGrath

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*I'm a full-stack developer with enough design experience to be dangerous (or useful, depending on your viewpoint). Over the last five to six years I've worked with companies around the world, and even built one in Tokyo. Now I'm looking to take that experience and find an interesting role to step into.*

*Technology-wise I've worked in a number of roles - managing other engineers, scaling systems, architecting databases and setting up servers. UI work is enjoyable to me, whether it's web or mobile. I also teach programming in my spare time, as I've found it very rewarding to help others gain new skills. Developed an interest in cryptocurrency over the past few years, so interested in projects and opportunities surrounding that space as well!*

*I also have additional skills in writing and editing, and I maintain a few open source projects. I'd love to chat further about any interesting opportunities - get in touch!*

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## Technical Skills

**Likes:** ios objective-c javascript node python c ruby writing presenting networking reactjs django ruby-on-rails  
**Dislikes:** php

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## Experience

### Freelance – Freelance

Oct 1998 → Current

python, php, perl, ruby, javascript, design, writing, presentations

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 the University of Maryland, Technicolor Inc, and more.

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### Head of Engineering – Atlas Lane, LLC

Jun 2016 → Jul 2017

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 in terms of hiring and scoping priorities, while also mentoring more junior engineers to a point where they could work the full stack end to end.

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### Mentor – Thinkful

Oct 2014 → Jun 2017

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 concepts. Provided advice on ways to approach interviewing for technical positions and identified goals for students to grow towards.

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### Mentor – Codementor

Jan 2016 → Mar 2017

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 understanding of each concept as well as how they interact with each other.

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### Co-Founder & CTO – Colavi

Jun 2012 → Jun 2016

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

Colavi is a video-editing startup based out of Tokyo, Japan, primarily aimed at the domestic Japanese market. I'm responsible for the direction and allocation 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 additional engineering work that I would take care of as necessary (iOS development, server maintenance, etc).

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### Engineer – 10x Management

Mar 2013 → Jan 2014

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 high-end contracting resources, so feel free to ask for more situational information here.

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**Editor** – JSMag  
javascript, node, writing

Apr 2009 → Jul 2013

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 modern JS best-practices (for both Node and client-side), and I feel particularly proud to have helped provide a monthly source for people to learn from.

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**Senior Engineer** – Gengo  
python, php, oauth, node, api, translation, javascript

Mar 2011 → Mar 2012

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 for clients, as well as 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. RubyGems, 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

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**Venture Hacker** – AngelList  
ruby, rails

Aug 2010 → Oct 2010

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 inbound mail handler in Ruby to process deal interest.

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**Web Designer and Developer** – RE/MAX BRAVO  
php, python, javascript, webdesign, html, css

Dec 2008 → Jul 2010

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, and the company has since been sold. I handled design and implementation with adherence to all the standards in the Real Estate industry, with a focus on modern design aesthetic and first-class mobile support in the early iOS days.

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**Production Supervisor & Lead UI Engineer** – Webs.com  
javascript, java, html, css, design, manager, ui, ruby, spring-mvc

Feb 2007 → Jul 2010

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 people at once (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.

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## Education

**Self Taught** – N/A  
objective-c, html, javascript, css, design, animation, ios, android, python, ruby, ruby-on-rails, django, node.js

2004 → 2016

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 enhanced by the 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 a somewhat rare occurrence.

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**On Leave** – Art Institute of Washington

2006 → 2007

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 technology and startup 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.

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## Projects & Interests

**Stack Overflow** – <https://stackoverflow.com/users/126768/ryan-mcgrath>  
Written 48 answers. Active in twitter, twitter-oauth, javascript and python.

Jun 2009 → Current

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**react-iconpack** – <https://github.com/ryanmcgrath/react-iconpack>  
javascript, webpack, reactjs

Aug 2015 → Current

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 SVG data automatically, absolving the user of having to worry about unused assets in their bundle.

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

Jun 2015 → Current

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. Portions of this have now been cloned back over to Whitenoise, too!

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

Apr 2012 → Current

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.

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

Jul 2011 → Current

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.

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**maprejuice** – <https://github.com/ryanmcgrath/maprejuice>  
javascript, mapreduce, node, couchdb, backgroundworker, distributed-computing, distributed

Nov 2010 → Current

The source code for MapRejuice, the 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 perfect and hasn't 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!

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**drinkkitcom** – <https://github.com/ryanmcgrath/drinkkitcom>  
python, django, postgres, postgis, geospatial, geolocation, mobile

Oct 2010 → Current

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 somewhere I believe. Also notable in that it works on any mobile device that can browse the web (dumb-phones included).

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**wrench-js** – <https://github.com/ryanmcgrath/wrench-js>  
javascript, node, filesystem

Mar 2010 → Current

Recursive file operations in Node.js

A semi-popular Node.js pure-Javascript filesystem library for handling recursive operations, which sadly don't exist in the core. One of the top 100 node.js packages, although I'm currently looking for new maintainers for it.

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**twython** – <https://github.com/ryanmcgrath/twython>  
python, twitter, api, json

Apr 2009 → Current

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.

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## Public Artifacts

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

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

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**Linux.com :: Supercharge Firebug** – <http://archive09.linux.com/feature/147354>

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...

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**Linux.com :: Open source programming languages for kids** – <http://archive09.linux.com/feature/155203>

An article I wrote for (the original version of) Linux.com. Showcases then-options for teaching programming to young children.

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**Hacking the Human Brain « Venodesigns — Venodesigns** – <http://venodesigns.net/2011/03/06/hacking-the-human-brain/>

Personal article I wrote detailing my algorithm for increasing short-term-recall of Japanese characters via a custom built Android application.

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**Using the myGengo Translation API with Python « Venodesigns — Venodesigns (myGengo)** – <http://venodesigns.net/2011/05/31/using-the-mygengo-translation-api-with-python/>

Written to showcase the new myGengo Python API library. Originally published on myGengo.com, now gone with removal of their old blog.

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**Emitting Custom Events in Node.js « Venodesigns — Venodesigns (JSMag)** – <http://venodesigns.net/2011/04/16/emitting-custom-events-in-node-js/>

This is an article I wrote for the March 2011th issue of JSMag.

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**Using Javascript to control the Nintendo Wii « Venodesigns — Venodesigns** – <http://venodesigns.net/2011/08/15/using-javascript-to-control-the-nintendo-wii/>

The Nintendo Wii was released around the end of 2006. That's a solid four years now; an amazing amount of time in the lifespan of a technological device these days. Often overlooked is the fact that...

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## Others

**Background** – Background

By and large self taught, enjoy working on things that push the world forward. Teaching children is an incredibly interesting subject for me, something I intend to pursue more and more as time goes on.

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## Readings

**Neuromancer** – William Gibson – <http://www.amazon.com/Neuromancer-William-Gibson/dp/0441012035%3FSubscriptionId%3DAKIAIIBINOD46VC3JCLQ%26tag%3Dws%26linkCode%3Dxm2%26camp%3D2>

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**Pattern Recognition** – William Gibson – <http://www.amazon.com/Pattern-Recognition-William-Gibson/dp/0425198685%3FSubscriptionId%3DAKIAIIBINOD46VC3JCLQ%26tag%3Dws%26linkCode%3Dxm2%26camp%3D2>

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**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%3D2>

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**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%3D2>

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**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%3D2>

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## Tools

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