

Ryan Isler

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Skills

- Svelte.js, React.js, Vue.js, Go, Node.js, Python, C#, C++ , Java, UIKit, jQuery, HTML, CSS, TypeScript
- PHP, Symfony, Ruby on Rails, PostgreSQL, MySQL, MongoDB, AWS, Terraform, Docker, CI/CD, Swagger
- Git, Unit Tests, Redmine, Jira, ArcGIS, ESRI, Bash, Windows, Linux

Experience

Web Designer/Developer, Orion Network Solutions – Remote Nov 2019 – Apr 2024

- Designed and developed the National Water Prediction Service, a modernized application that consolidates legacy weather forecasting tools into a single platform, enhancing data accessibility for millions of users
- Spearheaded CI/CD, automation, and containerization, cutting deployment time by 60% while improving system reliability for weather service applications
- Migrated mission-critical weather applications to the cloud, improving scalability and reducing infrastructure costs by 30%, enabling faster and more reliable forecasting workflows
- Optimized and maintained a scalable API, CMS, and database with millions of records, ensuring high availability and real-time data access for weather professionals
- Automated the migration of 10,000+ legacy service pages into a custom CMS, streamlining content management and improving large batch procedures
- Led a team of developers, mentoring new hires and facilitating daily stand-ups with engineers and clients to align on features and technical roadmaps, improving team efficiency

Web Developer, Gopher Sport – Edina, MN Sept 2017 – Apr 2018

- Developed custom applications and modernized the core platform supporting 500,000+ products, improving product detail and accessibility
- Worked on scalable client-facing applications, proactively addressing support tickets and bug fixes, leading to a 25% increase in user engagement and streamlined employee workflows

Full Stack Engineer Intern, Hamline University – St. Paul, MN Feb 2017 – May 2017

- Developed and iteratively improved university applications, incorporating student and faculty feedback to optimize features and usability
- Enhanced core features for the student works portal, improving UX and student engagement

Web & Graphic Design Intern, HACER – St. Paul, MN Sept 2016 – Jan 2017

- Built customizable CMS plugins and internal applications, streamlining content creation workflows and improving efficiency for employees
- Automated repetitive tasks, boosting team productivity by 30%, and developed web tools that empowered engineers and designers to efficiently manage digital products

Projects

Magic: The Gathering Helper v2

- Integrates with the Wizards of the Coast API to maintain a database of images and display detailed card data

Stone King API

- Custom API, website, and database used to display helpful information based on internal code from the series of games I created: Stone King I/II/III (IV is in development!)

Education

Hamline University – Bachelor's in Digital Media Arts

May 2017

- Specialized in web development and computer science