

Ryan Trent

Orange, CA

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TECHNICAL SKILLS

Languages: JavaScript, Swift, Python, SQL

Technologies/Frameworks: Vue.js, Node.js, SwiftUI, UIKit

Developer Tools: Git, Google Cloud Platform (Firestore Database, Cloud Functions, Cloud Storage)

EXPERIENCE

Software Developer

December 2022 – Present

DIME Industries

Irvine, CA

- Utilize advanced skills in Vue.js and the Google Cloud Platform to build scalable, secure, and efficient software solutions that support the company's strategic goals.
- Lead a comprehensive refactoring initiative aimed at improving code efficiency and reusability, focusing on adaptive, responsive interfaces to support dynamic business requirements.
- Contribute to the development, maintenance, and deployment of key technical components for an internal Enterprise Resource Planning (ERP) system, enhancing business operations and user satisfaction.
- Actively engage with team feedback to implement strategic changes, fostering a collaborative environment and driving continuous improvement in development practices.

Teaching Assistant, Business Applications Programming

January 2021 – May 2021

San Diego State University

San Diego, CA

- Held regular office hours and provided additional support sessions to facilitate students' understanding of Python and its application in business programming, enhancing their learning experience and academic performance.
- Collaborated with course instructors to prepare and proctor examinations, ensuring a smooth and fair testing environment for all students.
- Managed the prompt return of graded assignments and provided constructive feedback to students, adhering to strict academic deadlines and supporting continuous improvement in their programming skills.

PROJECTS

iOS Application – “Word Helper” | *Swift, SwiftUI*

July 2022 - July 2023

- Leveraged the latest advancements in SwiftUI to develop an intuitive iOS application that assists players of the online game “Wordle” by generating potential word matches based on their in-game progress.
- Integrated the Datamuse dictionary API to efficiently fetch words that align with user inputs.
- Continued development to introduce new features, fix occasional bugs, and support the latest usable version of iOS.

iOS Runtime Modification – “Groups” | *Objective-C, Theos*

March 2020 – December 2022

- Developed an innovative feature for the native iOS Messages app that allows users to organize conversations, enhancing user interface and experience.
- Managed and expanded the project's codebase to incorporate new features, resolve bugs, and update for compatibility with the most recent iOS versions.
- Successfully published the application on multiple platforms, achieving over 10,000 downloads and receiving positive user feedback, demonstrating effective marketing and distribution skills.

“Saint Luna” Website | *HTML/CSS, JavaScript, PHP*

May 2021 – Present

- Conceptualized, designed, and launched a responsive website for a newly formed, local band.
- Integrated PHP-based email functionality to facilitate direct communication between fans and the band, as well as to support merchandise sales through the site.
- Continued maintenance to keep users notified about the band's upcoming live shows, newly released music, and new merchandise offers.

EDUCATION

San Diego State University

August 2018 – May 2022

Bachelor of Science: Major in Information Systems

San Diego, CA

Honors: cum laude (GPA 3.54/4.0)