

Ryan Woodard

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Work Experience

September 2021 – Present, **Back end developer, IBM**

- Streamlined the build pipeline for creating Db2 images by cutting down the runtime from one hour to just thirty minutes.
- Developed a feature that enables the concurrent updating of Db2 pureScale instances while keeping the database operational.
- Contributed to the development and testing of Db2 pureScale on AWS, demonstrating knowledge in cloud-based database management.
- Implemented a digital signing process for Db2 installation images, ensuring enhanced security and reliability of the software delivery process.
- Successfully identified and resolved the root cause of critical customer issues on multiple occasions, ensuring timely resolution and customer satisfaction.

May 2019 – September 2021, **Back end developer, (co-op), IBM**

- Developed in C and Bash to troubleshoot and resolve bugs in Db2 source code.
- Helped department migrate from older version control system to Git.

Education

September 2017 – August 2021, **Honours Bachelor of Science, University of Toronto**

Specializing in software engineering.

Projects and contributions

- Successfully identified the root cause of a segmentation fault in the Scikit-learn open source machine learning module.
- Using a genetic algorithm, optimized the distance a pendulum could throw a ball.
- Developed a game for mobile devices on the Unity physics engine. Available on the [Google PlayStore](#).

Skills

- Great problem-solving skills
- Excellent ability to understand and work with existing code
- Comfortable using the command line
- Great team player
- Hard working
- C/C++, Python, Bash, Java
- Git, Jenkins, CI/CD
- Amazon EC2
- Linux, Vim