

ryan geyer

front-end engineer

skills

JavaScript	TypeScript
React	HTML
CSS	GraphQL
Python	Django
PostgreSQL	Git

education

B.S. Game Design and Development

*Rochester Institute of Technology
Rochester, NY · 2018
Graduated cum laude*

Summary

Web developer with a strong passion for building applications that are delightful to use. Very detail-oriented and possess strong experience with TypeScript, React, and CSS, although I am always keeping up with the latest new developments in the front-end tech landscape.

Experience

Lead Front-end Engineer

Waymark, Detroit, MI · July 2018 - Present

*TypeScript, React.js, Apollo, Vanilla Extract, Nx
Python, Django, Graphene (GraphQL), PostgreSQL*

- Full-Stack Software Engineer from July 2018 - September 2022.
 - Promoted to lead Waymark's newly-formed front-end team
- Led various initiatives to improve infrastructure, developer experience, accessibility, and site performance
- Worked on several high value projects as the sole developer, including:
 - Executed on a full rebuild of the Waymark video editor UI from the ground up
 - Built out UIs for core Waymark template browser and AI video generator flows
 - Wrote a Puppeteer web scraper to extract relevant brand info from a website

Projects

React Hover Video Player

react-hover-video-player.dev · March 2020 - Present

TypeScript, React.js, Playwright, Github Actions

- An open source React component library for rendering video previews that play on hover
- Over 220,000 downloads via npm to date
- Also maintain a vanilla web component version of the library