

Ryan Bruce Badilla

(415) 439-9651 ryan@ryanbrucebadilla.com

<http://www.ryanbrucebadilla.com>

Work Experience

ThriveStreams - iOS Developer

2014 – 2016

Brooklyn, NY

- Managed agile software development lifecycle, including building, deploying, updating, and supporting ThriveStreams iOS apps and projects, as well collaborated in discovery and decision making process.
- Build and deployed ThriveTracker, a mental health tracking app based off of the NIMH life-chart method.
 - Implemented with Parse BaaS for backend support.
- Rebuilt ThriveTracker iOS App from the ground up into ThriveSync for support of a National Institutes of Health research study.
 - Utilized HealthKit API and various wearable APIs to implement passive measurement of sleep, activity, and sociality data-points for the use in evidence-based algorithms that predict depression.
 - Converted Parse backend calls onto custom Ruby On Rails HIPAA compliant servers.
 - Designed game dashboard mechanics for gamification feature.
 - Implemented Peer Support feature that allowed users for synchronized data between patients, mental health providers, and family/friends.
- In charge of prototyping and development for ThriveAI, a mental health companion chat bot, during the BluePrint Health Accelerator Winter Class 2016.
 - Implemented chat scripting for the MVP of Max, the mental health companion chat bot, using IBM Watson natural language processing.

Veriolite Technologies – Product Designer

2013-2014

San Francisco, CA

- Wrote technical design documentation, supervised UX design, built iOS mobile prototype with stackmob BaaS, and operated as scrum master for Chariot, an event-based riding sharing service.
- Collaborated with co-founders with business development strategies, customer interviews, and product discovery.

Collaborative Agent Design Research Center – Programmer

2010

San Luis Obispo, CA

- GUI and graphics testing and debugging for web-based Integrated Computerized Deployment System (ICODES) project.

Qbis Group Inc – Quality Assurance

2008

Daly City, CA

- Worked as Quality Assurance Junior for the Qbis Group accounting software.
- Tested and debugged SQL and Microsoft Access accounting project for the county of San Diego.
- Edited and simplified documentation for QBIS Group's Virtual Journal Entry Office software to ease consumer understanding of product use.

Skills

Language/Frameworks: C, C++, C#, Objective-C, Java, JavaScript, SQL, HTML, CSS, RESTful web services

Application Knowledge: Netbeans IDE, Xcode, Eclipse IDE, Blender, Cocos2D/X, Construct 2, Unity3D

Education

California Polytechnic State University of San Luis Obispo - San Luis Obispo, CA

Major: Computer Science B.S - 2012

Interests

- Game Development
 - Coursera Game Development Specialization in Progress
 - #1gam - One Game a Month game jam