

RYAN BUCINELL

Senior Software Engineer



Fairport

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EXPERIENCE

October 2022 -
September 2023

Senior Software Engineer (Full-time)

DraftKings

Full Stack development in their Casino division. Designed and developed RESTful microservices for backed end while converting Figma designs into React components for front-end features. Created tools to assist with load testing, monitoring tools, and compliance data automation.

November 2021 -
August 2022

Software Developer (Full-time)

Day Automation

Full stack development on internal system that tracked projects from proposal to completions, maintained and developed features for AutoCAD extension, and upgrading processes from Redmine bug tracking into Trello boards.

May 2014 -
August 2022

Developer II (Full-time)

Paychex

Automation engineer working in the unified communications teams. Creating integrations with ServiceNow and Cisco administration tools. Created and maintained internal website that enabled automation tools for multiple teams.

May 2014 -
November 2016

Software Engineer (Full-time)

L3Harris

Contractor at Harris working on their encrypted Radios

January 2013 -
May 2014

Software Engineer (Full-time)

Xerox

Cloud Service application development using ASP.NET, creating internal and external APIs for cross tool utilization.

December 2011 -
January 2013

Test Engineer (Full-time)

Xerox

On a Performance team tasked with finding issues and bottlenecks across consumer facing applications. Developed tools for testing and reporting hosted application health across multiple computers distributed globally. Developed tools to generate real fake traffic in load environment to stress test systems.

VOLUNTEERING

December 2011 -
December 2019

Board of Advisor

Tau Kappa Epsilon

I created and sat on a board of advisors for a local chapter of Tau Kappa Epsilon Fraternity at Rochester Institute of Technology. The board was tasked to ensure the collegiate members were following by laws, advising on short and long term financial goals, and ensuring recruitment, philanthropic, and fund raising events were safe and successful.

January 2010 -
December 2020

Expert

Dream In Code

Created tutorials and assisted with programming questions on forums (mostly on Java topics). Due to the over-whleming popularity of StackOverflow, this is now a defunct website.

EDUCATION

September 2006 -
December 2011
Grade:

Comptuer Science (Bachelor's of Science)

Minor in Game Design and Development.

Rochester Institute of Technology

AWARDS

- May 2006 - Eagle Scout (Boy Scouts of America).

FURTHER INTERESTS

- Woodworking
- Programming Mentoring