

RYAN BUCINELL

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EXPERIENCE

OCT '22- SEPT'23

SENIOR SOFTWARE ENGINEER, DRAFT KINGS | CASINO PLATFORM

- Designed and developed RESTful microservices utilizing C# .NET Core 6.0 and MySQL databases
- Converted Figma designs and Product requires into front-end features with React, Typescript, and SCSS
- Deployed and maintained releases through Octopus Deploy, Bamboo, Kubernetes, and Amazon AWS tools
- Monitored multiple environments with Elastic Search (Kibana), Datadog, Vivid Cortex, and AWS S3 Performance
- Architected automated solutions for reconfiguration of deployments across environments and gathering compliance

NOV '21- AUG'22

SOFTWARE DEVELOPER, DAY AUTOMATION

- Full-stack development of internal site with ruby-on-rails backend and pure JavaScript front-end utilizing REST calls.
- Maintained and developed AutoCAD extension, implementing authentication and PDF generation
- Automated ticket tracking system integrating Redmine and Trello services.

NOV '16 – NOV'21

DEVELOPER II, PAYCHEX | UNIFIED COMMUNICATIONS

- Designed and developed a ExpressJS/Mongo DB REST service to execute GUI automation of system changes
- De-compile, analyze, document, and re-engineer projects with missing GIT source control
- Redesigned ASP.NET / AngularJS website for network and Unified Communications automation and monitoring
- Automation scripts to support Cisco VXML Java applications & BMC Orchestrator in ServiceNow ticket manager
- Trained and on-boarded multiple new engineers on existing project/technologies and agile development practices.

MAY '14 – NOV '16

SOFTWARE ENGINEER, L3HARRIS | RF COMMUNICATIONS (CONTRACTED VIA MINDEX TECHNOLOGIES)

- Application development for Windows and mobile platforms
- Rewritten legacy applications to support new technologies while maintaining and expanding functionality
- Utilized Technologies: Version control systems, visual studio, SQL, C#, XML, & XSLT

JAN '13 – MAY '14

SOFTWARE ENGINEER, XEROX CORPORATION (CONTRACTED VIA MINDEX TECHNOLOGIES)

- Worked on scrum team development utilizing TFS for team code management
- Full stack development to update and maintain multiple ASP.NET large-scale enterprise software
- Created backend services to migrate data, and generate reports as well as manage other services

NOV '11 – JAN '13

PERFORMANCE ENGINEER, XEROX CORPORATION (CONTRACTED VIA MINDEX TECHNOLOGIES)

- Design, build, and deployed international multi-stage metrics gathering system with automated reporting
- Retrofit and optimize tools to generate large amounts of big data utilized in server stress simulation
- Analyze, Debug, and Report code performance, utilizing PAL, ANTS Profiler, and other performance tools

EDUCATION

2006-2011

BACHELOR OF SCIENCE, COMPUTER SCIENCE, ROCHESTER INSTITUTE OF TECHNOLOGY

Minor in Game Design & Development, Concentration in Advanced Computer Graphics

SKILLS

- **Languages:** C#, Typescript, JavaScript, Python, Java, SQL, HTML, CSS, Batch, Powershell, YAML, JSON, XML, XSLT, Ruby
- **Databases:** Microsoft SQL Servers, Oracle SQL, MySQL, SQLite
- **Frameworks:** .NET Framework, ASP.NET, .NET Core, Node.JS, Angular.JS, React, Express.JS, Bootstrap, Spring Boot, Flask
- **Technologies:** AWS (SQS, SNS, S3), ServiceNow, OpenShift, Docker, K8s, Rancher, Gatling, WSL
- **Development Tools:** Visual Studio, VSCode, JetBrains Resharper, IntelliJ IDEA, Eclipse, Postman, SSMS, LinqPad, SSIS Development Tools,
- **Dev Ops:** Git, Atlassian Tools (JIRA/Bitbucket/Bamboo/Confluence), Smartbear Collaborator, Jenkins, Octopus, Graphana, DataDog, Kibana, Pager Duty