

RYAN LARGE

SOFTWARE ENGINEER | FULL-STACK DEVELOPER

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PROFESSIONAL SUMMARY

Software developer with 5+ years of hands-on experience building full-stack web, mobile, desktop, and systems-oriented applications. Experienced across React, TypeScript/JavaScript, Node.js, C++, Python, C#/.NET, SQL/NoSQL databases, Linux, REST APIs, WebSockets, and Git. Combines software development with real-world automation and technical troubleshooting experience in a production CNC environment. CareerFoundry Full-Stack Web Development graduate seeking a dedicated software engineering role focused on building, debugging, and improving production software.

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, C++, Python, C#, SQL, HTML/CSS, Bash

Frontend / Mobile: React, Next.js, React Native, Tailwind CSS, SCSS, Bootstrap, jQuery, HTML Canvas

Backend / APIs: Node.js, Express, REST APIs, WebSockets, .NET, Flask, server-side application development

Data: PostgreSQL, MySQL, MariaDB, MongoDB, SQLite, Redis, data modeling, database design

Engineering Tools: Git, GitHub, Linux/Ubuntu, SSH, command line, debugging, testing, build scripting, AWS, Google Cloud

Core Engineering: OOP, data structures & algorithms, system design, scalable applications, secure/modular architecture

SOFTWARE ENGINEERING EXPERIENCE

Freelance Software Developer | Self-Employed - Buffalo, NY | Jan 2021 - Present

- Design and develop full-stack web applications, mobile apps, and desktop software, translating requirements into working technical solutions.
- Build server-side applications and APIs with Node.js and TypeScript and integrate PostgreSQL, MySQL, MongoDB, Cassandra, and SQLite data stores.
- Develop responsive interfaces with React, Next.js, Tailwind CSS, SCSS, and related web technologies; implement real-time chat and notification features with WebSockets.
- Build cross-platform and performance-oriented software using React Native, C++, GTK, OpenGL/WebGL, HTML Canvas, and custom shaders where appropriate.
- Create reusable libraries, Bash scripts, and build workflows; use Git-based version control, modular architecture, documentation, and testing practices to maintain code quality.
- Work directly with clients on requirements, technical design, implementation, troubleshooting, and delivery.

CNC Programmer - Software Automation Focus | Boston Valley Terra Cotta - Buffalo, NY | Oct 2023 - Present

- Write Python, C#/.NET, and C++ scripts/tools to automate CAD/CAM workflows, reduce repetitive work, and improve process consistency.
- Program complex 5-axis toolpaths in Rhino and Mastercam and edit post-processors, applying debugging and systems-level problem solving to production workflows.
- Troubleshoot software, machine-control, alignment, and process issues across a production environment where correctness and reliability directly affect manufactured output.
- Completed Mastercam Multiaxis training and independently developed technical proficiency across CNC programming, automation, and machine systems.

SELECTED DEVELOPMENT WORK

- Full-stack applications: built e-commerce, social/PWA, messaging, and data-driven applications spanning frontend, backend, APIs, authentication, databases, and deployment workflows.
- Cross-platform & systems development: developed React Native mobile applications and C++ console/GUI software, including graphics-intensive work with OpenGL/WebGL and HTML Canvas.
- Real-time & scalable features: implemented WebSocket-based messaging/notifications, reusable application components, database-backed services, and performance-focused development patterns.

EDUCATION & CERTIFICATIONS

Full-Stack Web Development Certificate - CareerFoundry, Remote | Jul 2023

Mastercam Multiaxis Training | 2024