

Ryan Sumner

contact@ryansumner.dev

PROFILE

- Multi-skilled, multi-awarded, polyglot technologist with over **15 years' experience** working in software development and client relations.
- Certified **scrum** master with a focus on all stages of the Systems Development Life Cycle.
- **Full stack** developer with an emphasis on backend development. Track record in delivering fast, scalable, and easy to use solutions.
- Capability to quickly upskill and adopt a variety of new technologies as and when required.
- Excel in problem solving and leaning into new challenges, comfortable working within a team as well as leading and managing project teams from concept to delivery with the customer at the heart.

CAREER HIGHLIGHTS

- Designed, architected, developed and scaled Filmily (SAAS B2B that allows for the mass capture and analysis of video) to support events such the US Open, SXSW, San Francisco 49ers, Paralympics, Canadian Olympic Committee. Filmily has gone on to win various awards including Sports Pro Ott Award for Best in Fan Engagement and Hype Spin Accelerator.
- Developed and delivered a campaign website for the United Nation Volunteers. Working closely with the clients to deliver an effective campaign that was embraced globally at scale.
- Successfully delivered an interactive game for Google Play Germany under rigid technical restrictions and tight deadlines. Responsible for the end-to-end build including the hardware controller software.
- Developed and delivered a 'campaign donation platform' using Salesforce and Drupal for ActionAid which was used internationally.

CAREER OVERVIEW

- 2013 – present: Technical Director, WEHEARTDIGITAL (now NICEGROUP)
- 2008 – 2013: Senior Developer, GLOWLABS
- 2005 – 2008: Junior Developer, E-TECHNIK

QUALIFICATIONS

- Ndip IT from Nelson Mandela Metropolitan University
- CCNA (1 – 4)
- Certified Scrum Master from the Scrum Alliance
- Salesforce Certified Administrator
- Salesforce Certified Developer
- Azure 204

SKILLS

- **Backend:** .Net Core (C#, LINQ, EF), Asp.Net (MVC / Pages / Razor), MS SQL
- **Frontend:** Javascript, Typescript, npm, webpack, Vue.js, CSS, SCSS, Bootstrap, Tailwind
- **DevOps:** git, Docker, Kubernetes, Azure Devops, Azure
- **Business Ops:** Proposal writing, creating scoping documents, sales meetings, requirements gathering, client support and training, internal process policy writing, internal and external knowledge management

WORK HISTORY

2013 – PRESENT: TECHNICAL DIRECTOR, WEHEARTDIGITAL (NOW NICEGROUP)

Joined weheartdigital as a Developer in 2013 and had been promoted up to, Senior Developer, and in 2018 to Technical Director. I am responsible for working with clients in varying capacities. I support the business development team in client meetings and proposal writing. I am also responsible for managing all our infrastructure including our cloud infrastructure. During my tenure I have delivered many projects of varying scale using a range of different technologies.

At present I am in the process developing a technical strategy and learning and development framework for the company.

Notable clients include: *Filmily, WAP, Google, Glenfiddich, KPMG, Google Deepmind.*

NOTABLE PROJECTS

FILMILY

<https://filmi.ly/>

My biggest project to date. Filmily is an award winning SAAS B2B solution that allows for the mass capture and analysis of video. It has many moving parts including a back-office, various apis, containerised CLI apps, mobile sdk's and a PWA (and PWA generator). As the initial sole developer/architect on Filmily I am still responsible for the core architecture and critical components.

Aside from the technical responsibilities I am also responsible for liaising with various clients such as IBM, NTT Data, San Francisco 49'ers and YinzCam to name a few in order to support them through the integration phase, this includes working collaboratively with other development teams, usually in other time zones. I support business development during first contact meetings.

Tech Used: ffmpeg, .NET Core, Vue.js, SQL, Docker, ffmpeg, Kubernetes, Azure (app services, aks, acr, functions, sql, blob storage, queues, cognitive services), Azure DevOps.

GOOGLE DROID RACING

<https://vimeo.com/355298758>

An interactive, multiplayer physical game showcased and played at Google Play in Germany. I was responsible for requirements gathering and liaising with stakeholders, coordinating the hardware build, building the controlling software that ran on the physical unit, the backend game engine and the back office.

Tech Used: Python 3.1, .NetCore, C#, MySQL, Angular JS, GCloud, Raspberry Pi and Revoloution Pi.

WORLD ANIMAL PROTECTION RESEARCH HUB

<https://research.worldanimalprotection.org> (go live 25/04/2022)

This is an Umbraco website built for the World Animal Protection to showcase their research. I have been responsible for all stages of this project including initial requirements gathering, proposal writing, build, delivery, hosting architecture, project and client management.

Tech Used: Umbraco 9, C#, SCSS, Azure, Azure Devops.

2008 – 2013: SENIOR DEVELOPER, GLOWLABS (LONDON)

Senior developer leading a team of 3 developers. My responsibilities here mainly included development, team leading, supporting business development and client management.

Notable clients include: *ActionAid, LuluVise, Media Guardian, SAP1, Chapman Black, United Nations Volunteers, Ealing Council.*

NOTABLE PROJECTS

SALESFORCE CRM

An ambitious, bespoke CRM product used by a specialist recruitment company in London. The system was capable of automatically ingesting candidates automatically from many sources including LinkedIn. The system was also integrated to work with the clients existing VOIP system in the office such that calls from candidates or companies would get routed to the appropriate account manager and the candidate or account details automatically brought up on their screen. I was the team lead on this project and managed a team of 5 international developers.

Tech Used: Salesforce (Visual Force, APEX, SOQL), .NET Framework, SQL, Lucene.NET, JQuery, Chrome Apps.

2005 – 2008, JUNIOR DEVELOPER, E-TECHNIK (SOUTH AFRICA)

Junior developer initially building and maintaining Win Forms desktop apps for SME's. And then quickly migrating towards web tech.

Notable clients included: *Airports Company of South Africa, Aspire.*

NOTABLE PROJECTS

WILDLIFE MANAGEMENT SYSTEM

Developed for the Airports Company of South Africa, this web application allows the monitoring of wildlife across the airports. It allows for data capturing from handheld, GPS enabled devices. Reporting on the data spatially (on a map) allows various trends to be recognised quickly and easily.

Tech Used: .Net, C#, Prototype JS, ASP.NET, SQL.

ENVIRONMENTAL REPORTING SYSTEM

Developed for the Airports Company of South Africa, this web application allowed for the input of various environmental figures across airports. Reporting was rendered on the fly with exporting the reports to PDF being the most common option.

Tech Used: .Net, C#, Prototype JS, ASP.NET, SQL.