

## PROFESSIONAL PROFILE

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**Full stack engineer** with years of experience developing software and designing systems for the web, mobile, and server.  
**Accomplished** in building for scalability, eliminating performance bottlenecks, and developing for security.  
**Leader** able to organize teams that turn ideas into requirements into finished products.

## TECHNICAL EXPERTISE

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**Client Side:** Objective-C, Swift, JavaScript, Node, Webpack, Vue, HTML5, CSS3, AJAX

**Server Side:** Python 2/3, CherryPy, Django, Flask, SQLAlchemy, WSGI, GraphQL, REST, JSON-RPC, PHP, Java, C#

**Tools:** Docker, PostgreSQL, MySQL, Redis, SaltStack, Puppet, Jenkins, Travis, Tox, Git, NGINX, HAProxy, Linux

## CAREER

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### Bracing Effect, LLC – Owner

Jun 2013 – Present | Herndon, VA

- Designed, developed, and marketed entertainment and productivity apps for iOS. Created custom animations and UI elements with a priority on tactile interaction and immediate responsiveness.
- Rapidly adopted and integrated new Apple technologies during beta product launches – including support for new devices, beta iOS versions, CoreData, CloudKit, WatchKit, and SpriteKit.

### MAGFest, Inc. – Director of Software Engineering

Mar 2017 – Aug 2018 | Baltimore, MD

- Oversaw volunteer and contract software developers to effectively direct the development of an open source event registration system.
- Mentored junior developers into accomplished senior developers via code review, design discussions, and personal support.
- Overhauled legacy codebase that was locked into a monolithic single-process, single-server deployment; created a distributed multi-server system capable of handling tens of thousands of badge sales during the opening moments of MAGFest preregistration launch.
- Redesigned IT and deployment infrastructure, moving from a series of manually created servers and ad-hoc scripts to full configuration management, following the principle of "Infrastructure as Code".
- Created repeatable, automated, distributed cloud deployments, drastically reducing administration overhead and configuration errors.

### Vulnerability Research Labs, LLC – Senior Software Engineer

Dec 2012 – Jun 2013 | Reston, VA

- Developed service monitoring and reporting front/back-end using Django, jQuery, Bootstrap, HTML5, CSS3, and PostgreSQL.

### Applied Security, Inc. – Lead Software Engineer

Jun 2006 – Aug 2012 | Reston, VA

- Led teams of up to five direct reports through complete software lifecycle – from inception to finished product, using iterative design and prototyping, with automated testing, packaging, and deployment.
- Designed and implemented a suite of secure messaging, content management, and account management products.
- Established company interview style and made department wide hiring decisions. Led in-person and phone interviews. On-boarded new hires and mentored junior developers.

### United States Coast Guard – Software Engineer

Mar 2002 – Dec 2005 | Kearneysville, WV

- Developed vessel boarding and safety inspection app for Pocket PC using C# for the interface, backed by ASP.Net web services talking to a SQL Server database.
- Created geospatial vessel tracking display using Google Earth with an embedded .Net ActiveX control. Consumed and correlated real-time vessel positions with historic vessel tracking data using a sharded SQL Server database.

## OPEN SOURCE PROJECTS

[github.com/RobRuana](https://github.com/RobRuana)

**Napoleon – Author** Sphinx extension to support NumPy and Google style Python docstrings.

**Hudsucker – Author** Command line tool to generate Magic: The Gathering proxy card PDF sheets.

**Pockets – Author** A collection of helpful Python utilities.

## EDUCATION

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**Virginia Tech – BS in Computer Engineering** Minor in Computer Science, Minor in Mathematics