

Ryan Moon

Full-Stack Engineer

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Full-stack engineer with 4+ years building production TypeScript and React systems, from client-facing web applications to CLI tooling and CI/CD infrastructure. Sole owner of several open-source developer tools.

PROJECTS

Skill Sync <https://github.com/moonryc/skill-sync>

Cross-platform TypeScript CLI that manages a versioned, Git-backed library of reusable AI skills and safely synchronizes them across Codex and Claude projects.

Tools: TypeScript, Node.js, Git, Nx, React, Ink, Astro, Vitest, GitHub Actions, Zod

Optimal Video Encoder <https://github.com/moonryc/optimal-video-encoder>

Transcodes media into a single format that is broadly compatible across Plex streaming applications.

Tools: FFmpeg, Redis, BullMQ, PostgreSQL, Docker, TypeScript, React, TypeORM

Formik Debugger <https://www.npmjs.com/package/formik-debugger>

An npm package that helps developers inspect and debug forms built with Formik.

Tools: TypeScript, Formik, React, Storybook

EXPERIENCE

Fullstack Developer · Waterly Software Aug 2023 – Present

- Implemented recursive data transformation logic to reconcile flexible user views with canonical system schemas.
- Led interactions with the company's largest client, transforming meetings into clear, actionable tasks and collaborating to define and agree upon objectives.
- Designed and implemented observability tooling for a high-throughput calculation engine executing large volumes of dependent calculations.
- Re-architected the auditing system to ensure only successful database transactions are recorded, eliminating inconsistent and misleading audit data.

Junior Software Engineer · Waterly Software Aug 2022 – Aug 2023

- Designed and implemented client onboarding tools that increased successful client onboarding by 75%.
- Designed and implemented CI/CD tools to improve code quality and developer productivity.
- Developed custom plugins that integrated client systems with Waterly's core product through third-party APIs.

Professor's Assistant · Trilogy Education May 2022 – Nov 2022

- Assisted students with in-class coding assignments while maintaining a positive learning environment.

Engineer · Texas Department of Transportation Jun 2019 – Mar 2021

- Engineered data collection and calculations to prioritize roads requiring improvement.
- Designed improvements for existing roads to prevent fatalities and ensure proper roadside drainage.
- Generated engineering standards and drawings for contractor bid packages and construction.
- Performed onsite surveys and inspections of state highways for engineering data collection.

EDUCATION

Bootcamp Certificate Full-Stack Web Development · Rice University 2022

B.S. Civil Engineering · Lamar University · Summa Cum Laude 2019

SKILLS

Languages: HTML, CSS, JavaScript, TypeScript

Frontend: React, React Native, Material UI, jQuery, Sass

Backend: Node.js, Express, NestJS, REST APIs, GraphQL

Databases: MySQL, PostgreSQL, MongoDB

Infrastructure & Tools: Docker, Nx Monorepos, Google Developer AI Tools