

# RYAN C. BINNS

SOFTWARE ENGINEER

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## Professional Profile

Team leader and senior multi-platform engineer with 10+ years of professional engineering experience on projects from the simulation and gaming industries. Led teams on both Windows and macOS projects. Known for excellent technical direction, problem solving, teamwork, and communications skills. Veteran of the full software development lifecycle, from proposal to public release, on a commercial software application with millions of daily active users.

## Education

Bachelor of Science in Computer Science – University of Central Florida (2006)

## Skills

<b>Languages:</b>	C, C++, C#, C++/CLR, JavaScript, PHP
<b>Platforms:</b>	Windows (Win32/COM), macOS (10.7+), node.js (4.x/6.x)
<b>APIs:</b>	Qt Framework (4.x/5.x), .NET, CoreFoundation, openssl
<b>Dev Tools:</b>	Microsoft Visual Studio, XCode, Perforce, Subversion, Git, NANT, Nullsoft Installer
<b>Graphics:</b>	OpenGL, GLSL
<b>GIS/Simulation:</b>	TerraVista and ArcGIS plugin development, Spatial Reference/Projection Libraries, Virtual and Constructive Simulation
<b>Project Management:</b>	Team leadership, proposals, estimation, planning
<b>Other:</b>	Aviation Domain Knowledge (FAA Private Pilot ASEL with Instrument Rating), Cartographic Domain Knowledge (NGA map products, TLM50/100, JOG-A), Cryptographic Domain Knowledge

## Professional Experience

<b>Bohemia Interactive Simulations</b> Software Engineer Manager <ul style="list-style-type: none"><li>Product owner and team lead for the VBS Blue IG SDK.</li></ul>	<b>Orlando, FL</b> 6/2017 - Present
<b>GameSim</b> Senior Software Engineer – EA Origin <ul style="list-style-type: none"><li>Product owner for multiple pieces of core technology on a large distributed team. Influential and high-profile leader driving the technical direction of the Origin application. Mentored junior engineers and gave technical training presentations.</li><li>Team lead and senior developer for Origin Mac. Led team from initial proposal through public release in porting a very large existing Windows application to OSX. Rewrote many subsystems to be cross-platform, created a new build and deployment system, and designed a new backend infrastructure to support multiple platforms.</li><li>Designed and implemented a new modular cross-platform downloading architecture based on Qt. Debugged and supported live issues on a public installed base of several million end-user client installations across both PC and Mac.</li><li>Designed and implemented a progressive game installation feature. Worked at BioWare Canada to integrate it into EA's Frostbite game engine.</li><li>Redesigned the Origin installer and self-updater system to be a cross-platform Qt application. Enabled the use of modern web UI (HTML/CSS/JS), telemetry, and more robust error handling. Created back-end testing tools using node.js.</li></ul>	<b>Orlando, FL</b> 9/2011 – 6/2017
<b>CAE USA, Inc.</b> Software/Systems Engineer – SE Core DVED Program <ul style="list-style-type: none"><li>Team leader and senior software engineer for a large US Army simulation data generation project. Primary maintainer of the SEE API/SDK, which was widely used on other government programs to build plugins to the DVED system.</li><li>Designed and implemented major portions of the DVED Master Database (MDB), a comprehensive SQL-based storage system intended for the storage of large volumes of simulation-oriented source data. Analyzed query plans and optimized performance for multi-TB datasets.</li></ul>	<b>Orlando, FL</b> 1/2007 - 9/2011
<b>Terrain Experts, Inc. (currently Presagis)</b> Software Engineer – TerraVista Application Developer	<b>Orlando, FL</b> 9/2006 – 12/2006
<b>University of Central Florida</b> Intern – Computer Vision Laboratory	<b>Orlando, FL</b> 2/2006 – 9/2006
<b>Lockheed Martin (Contractor via UCF)</b> Software Engineer/Researcher	<b>Orlando, FL</b> 3/2006 – 8/2006