# **RYAN SAUNDERS**

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## EXPERIENCE

#### PocketRN

Chief Technology Officer & Co-Founder

As the CTO, I manage product development, company security, and customer support. I have led PocketRN from a prototype to a fully-operable platform. We focus on lean development, rigorous testability, and user-centered design as we continue to scale and grow our platform. As the founder of a fully-remote company, structured and well-documented internal operations and coordination are essential. I've developed the structure from interviewing and onboarding to professional development and promotions. If there is a process or policy, I have documentation for it.

#### Qualtrics

Provo, Utah 2016-2021

Remote, Utah

2021-Present

#### Product Team Lead

With the success of the Automations product as its primary architect and developer, I led a team of engineers who continued to improve this product, grow its use to over 7000 automations and 1000 clients, and extend our work to additional products and services within the Qualtrics platform.

#### Product Engineer

- Due to the high traction of a solutions I developed while on Engineering Services, I was asked to help start a new XM Directory Automations team in Product Engineering.
- Designed, architected, and developed a product for users to configure, schedule, and monitor automated recurring workflows.
- Worked closely with the Product Manager, UX Researchers, and individual clients to turn a previously week-long integration process into a 5-minute user-friendly setup.

#### Engineering Services

- Worked with world-leading brands to design and develop a variety of productized solutions.
- Led a team of engineers in designing and developing a multi-tenant solution for integrating clients' data seamlessly into Qualtrics XM Directory.

### EDUCATION

**University of Utah, School of Computing** Bachelor of Computer Science / GPA: 3.97 Salt Lake City, Utah 2009 - 2016

## PROFICIENT SDE SKILLS

Javascript (Typescript, React, Node), Cloud Infrastructure, Docker, Mongo, SQL and more.

Blog: rhyeen.gitbook.io Github: github.com/rhyeen