

# Ridley Larsen

Senior Software Engineer

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I am passionate about building quality that sparks joy in its users. I believe that all software should be enjoyable to use and accessible to everyone. Over ten years, I have developed a depth of domain-specific knowledge that I employ to efficiently solve technology challenges across the stack.

## Professional Experience

**Senior Software Engineering** - Fragomen, Bernsen, Del Rey & Lowey LLP (08/2021 - Present)

Worked with executive leadership and shareholders to optimize performance and build features for the SimpleCitizen platform: a service that provides high-quality, low-cost immigration services and support to those seeking citizenship, permanent residency, and asylum in the United States.

- Provided mentorship for junior, entry-level, and senior engineers.
- Worked with leadership to improve development processes to support more efficient work prioritization and delegation among team members.
- Acted as a disability advocate to advance accessibility goals across the firm.
- Wrote high-quality documentation material used for training non-technical employees on complex systems.

**Full Stack Software Engineer** - Pop Research / Dynata (06/2017 - 07/2021)

Worked with project managers and shareholders to build the Pop Research Automated Research Platform. Implemented features using Django and React to build a rich web application experience. Utilized Github and AWS for deployments. Built integrations with four other services and connected with software teams to build and publish API integration packages.

**Software Engineer** - Rocketmade (*defunct*) (01/2017 - 03/2017)

Provided development services to help finish a client project involving store security and inventory management using Ruby on Rails and AWS.

**Freelance Software Engineer** - (09/2016 - 01/2017)

Utilized experience with Django to quickly develop custom websites and administration platforms for businesses local to southern Utah. Worked with the nonprofit Children's Museum in St. George, Utah to develop an accessible platform to track and credit volunteer hours.

**Software Engineer and Lead Curriculum Writer** - CodeChangers (02/2016 - 09/2016)

Worked with a remote team to help build an online learning management system. Designed, wrote, and edited Computer Science curriculum for after-school programs, self-guided learning, and classroom material for Elementary school teachers. Built interactive coding exercises and learn-to-code games for summer camps.

**Software Engineer** - Velocity Webworks / Zonos (09/2013 - 02/2016)

Worked directly with clients and teammates to develop custom web applications for a variety of clients from the ground up. Worked as the sole full stack engineer on client projects and reported directly to shareholders. Wrote the company code style guide for Python & Django.

## Education

**ASc. Computer Science**, *Utah Tech University* (fmr. Dixie State University), 2011 - 2016.

Specialized in web application development and user experience. Worked as a TA to provide tutoring services for students taking a Django seminar course provided by my employer.