



**RYAN RAMAGE**  
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## OVERVIEW

My interest in the internet began at a very young age with my first encounter with AOL. In 1995 I taught myself HTML from online documentation in order to create a webpage for my middle school band. The band didn't last, but my passion for building elegant web experiences is still going strong. In 2004 I moved to Portland to attend the Art Institute of Portland and pursue web design and development as a career. My strong background in design and UX uniquely positions me as a developer who can take a project from concept to completion, or offer UI/UX insight along the way. With 23 years of experience developing websites, I've seen the field evolve tremendously, and the ever changing nature of the technologies suits my lifelong need to always be learning new things. My current focus lies in creating highly usable and engaging web apps that intelligently save and respond to user input. With 10 years working as a freelancer, I am deadline oriented and can work with little oversight, but also recognize the need for excellent communication and collaboration with other project members. One of my most valuable skills is the ability to quickly learn new methodologies and frameworks.

## LANGUAGES & TOOLS

### HTML 5

### CSS 3

- Preprocessors such as **SASS & LESS**
- **Mobile first & Responsive** design

### JAVASCRIPT

- Libraries including: **jQuery, Angular, & Backbone**
- Desktop and mobile app deployment via **Electron & Node.js**
- Asynchronous saves and updates (**AJAX**) via **XML, JSON**, or proprietary web service

**GIT, SVN**, and other versioning tools

### ADOBE CREATIVE SUITE

- Photoshop, Illustrator, XD, Premiere Pro, After Effects, Lightroom, Audition

Past Focuses include:

Wordpress, PHP, Adobe AIR, Flash Actionscript 2/3

## WORK HISTORY

### **RAMAGE WEB WORKS, LLC** 2014 - Present

Contract Developer - Continued my work for R/West on Intel projects as a contractor working remotely.

### **RAMAGE WEB WORKS, LLC** 2009 - 2013

Contract Web / Flash Developer - Worked with Portland area agencies CMD, Ascentium (now Smith), Emerge, The New Group, Nemo, Via Training, Dachis Group, Fixative, Ideba Marketing, R/West, and others for end clients including: Intel, Nike, HP, Cisco, Jenny Craig, Regence Health, and Fox Entertainment.

### **SPECTRAL FUSION** 2002 - 2004

Web Developer, Graphic Designer - While attending the University of Montana, I worked for the University Center Marketing Group and Spectral Fusion, making websites, print media, and logos for university departments and University Center events and businesses.

### **R/WEST** 2013 - 2014

Senior Front End Developer - Created websites and webapps for clients like First Tech Credit Union, Bridgeport Brewing, Intel, and FLIR. Worked as a lead developer for Intel's RXT, a hugely successful retail sales tool.

### **CMD AGENCY** 2006 - 2009

Web / Flash Developer - Developed solutions for clients including: The Regence Group, Jeld-Wen, Intel, Microsoft, Autodesk, and Cisco Systems.

### **DIAMOND B COMPANIES** 1997 - 2002

Web Designer / Developer - Designed and built websites for several companies under the Diamond B umbrella while in high school.

## EDUCATION

**Art Institute Of Portland** 09/2004 - 09/2007  
 Interactive Media Design - Bachelor of Science.





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## PROFESSIONAL RECOMMENDATION

To whom it may concern,

I've worked closely with Ryan Ramage for approximately 5 years on a variety of projects. The main deliverables have been websites, custom online tools, Flash-based apps, and HTML-based apps for Windows and Android. I would happily work with Ryan again as well as strongly recommend him to other people or companies looking for a developer with expert-level skills and a friendly, collaborative attitude.

Beyond simply getting the work done in a professional manner, the way I think Ryan contributed the most was to ask good questions that led to efficient, flexible, scalable solutions. When necessary, he had no trouble knocking out a quick proof of concept, but his real talent lies in stepping back and seeing the big picture. This is an approach that elevates Ryan from the type of developers who simply put their heads down and work – indeed, it was invaluable to have Ryan involved as early in projects as possible to help understand technical specifications and shape elegant solutions. This is a role he played extremely well, helping our team avoid headaches and missed opportunities as projects grew.

Two more notes about Ryan that illustrate why I love working with him:

First, he has an inherent grasp of user-experience best practices. I often asked him to partner with designers to give input on how to improve the ways users interacted with the digital experiences we built. An added bonus was that Ryan was more than capable of building prototypes without much guidance as long as he was up to speed on the business logic and overall strategy.

And last but not least, I often asked Ryan to investigate, evaluate, and learn new technologies on the fly. My impression was that he relished these challenges – he certainly excelled at them. He was instrumental in leading our teams as we ramped up our core competencies in Angular and Electron, among others.

In case I haven't made the case clearly enough, you should work with Ryan. I expect I will again too.

If you have additional questions, please do not hesitate to contact me.

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