

Profile

Driven, detailed-oriented Software Engineer experienced in Program Management in digital media and systems engineering. I have an innate curiosity and desire to understand how things work and a passion for walking in the shoes of the end user. This has materialized in building and deploying an IOS application after I purchased my first iPhone to learning Unity after years of playing video games.

Employment History

Sr. Technical Program Manager at LinkedIn, New York

October 2019 — October 2019

Leads Media Business Platform portfolio to support a \$1.7 billion business unit and partners closely with Product and Engineering leadership to plan, staff, and execute projects.

Key Accomplishments

- Facilitated cross-functional strategy and planning sessions to form a 3 year road map
- Managed and delivered first two phases of \$157 million incremental revenue project within first 3 months

Sr. Program Manager at LinkedIn, New York

January 2013 — July 2018

Partnered closely with engineering teams to support various deployments. Hosted regular briefings to communicate progress and road map to executive stakeholders. Hired, on-boarded, and grew New York based Global Sales Systems team.

Key Accomplishments:

- Principle systems designer on order management overhaul that drives \$170M+ in revenue potential and \$30M margin improvements by 2020.
- Led Sales Systems project portfolio to support \$750 million business unit.
- Reduced order cycle times from 7 hours to 25 minutes per deal.
- Managed and lead user stories and design for \$175M acquisition of Bizo
- Conceptualized and implemented custom software known as the 'ad sales cockpit' to simplify operations and increase efficiency with a \$1M+ in margin improvements on time saved

Campaign Planner at LinkedIn, New York

January 2012 — January 2013

Collaborated with Sales, Revenue, and Pricing teams to build, optimize, and deliver world-class advertising performance for both customers and LinkedIn.

Key Accomplishments:

Details

5163149186

dmryan711@gmail.com

Links

Linkedin Portfolio Github

Skills

React

Agile Project Management

Express

MongoDB

Unity

Objective-C

Salesforce.com Development

HTML, CSS, JS

Excel VBA

Hobbies

Skiing, Gaming, and Traveling

• Designed and developed custom application for internal workflow optimization that ultimately automated the role itself.

Publishing Coordinator at Publishers Clearing House, Port Washington

July 2010 — January 2012

Guided clients though campaigns by providing optimization solutions.

Education

Full-Stack Web Development, Columbia Engineering, New York January 2019 — July 2019

Bachelor of Science in Business Administration, University at Buffalo, Buffalo

September 2006 — July 2010

Courses

Introduction to Game Development, Michigan State University July 2016 — July 2016

Priciples of Game Design, Michigan State University
August 2016 — August 2016

Game Development for Modern Platforms, Michigan State University September 2016 — September 2019