

---

# BRYAN MAYNARD

[bsgbryan.com](http://bsgbryan.com)  
314 327-6801  
[bsgbryan@gmail.com](mailto:bsgbryan@gmail.com)

3854#A Botanical  
St Louis, MO  
63110

## INTRO

A lover of technology from childhood, I am a self taught developer always seeking to sharpen my skills, broaden my horizons, and add to my toolbox.

I love solving challenging problems. I love working with great teams. I love making things that improve people's lives. I love mentoring and teaching people. I love learning. I love that I get to do this for a living.

Over the next few pages you'll see what my love and hard work looks like - I hope you enjoy the read.

Thank you

## SKILLS

Node.js, React, React Native, Redux, WebGL, iOS, Web Development, Web Sockets, Design Patterns, TDD, Rails, Git, AngularJS, Unity, Agile, Web Services, ReST, Eclipse, Bootstrap, XML, VS Code

## LANGUAGES

JavaScript, CoffeeScript, Ruby, C#, Objective-C, Swift, Java, Python, SQL, PostgreSQL, CSS, HTML5, LESS, SASS, Pug

---

---

## Experience

### **Maybe Software/MayB Games, St Louis — Owner**

May 2014 - Present

- Designed, developed, & published streaming news reader for iOS using
    - Object-C, Swift
    - Background process permissions
    - Deep integrations with the iOS media player
    - Siri (for reading the news)
    - Xcode
    - SocketRocket (library for WebSocket communication)
  - Designed, developed, & deployed server side news crawler/understander engine capable of processing 20,000+ articles per day using
    - Node.js, Python
    - Newspaper (Python3 library)
    - compromise/sentiment (Node.js libraries)
    - DBPedia (Java library)
    - PostgreSQL, PgSQL, Redis, & Lua
    - Google Compute Engine
    - WebSockets
    - A custom developed Node.js multi-process, asynchronous, message based orchestration engine
-

- 
- Designed, developed, & published PWA (Progressive Web App) news client for searching/reading crawled/understood news using
    - React/Redux
    - HTML5, CSS, SASS, & Bootstrap 4
    - WebSockets
    - Emoji
  - Designed, developed, & published an infinite platformer (think: never-ending Mario) to the iOS App Store using
    - Unity
    - C#
    - Custom developed real-time procedural content generation engine
    - REAPER, MIDI keyboard, & purchased samples for audio/music
    - Jumpy McRunface (the game) has over 3,000 downloads (though only word-of-mouth advertising)
  - Designed, develop, published, & maintain open source libraries for a WebSocket server, procedural content generation engine, analog synth, and Node.js module decoration framework (please see “Personal Projects” section below)
-

---

## **Contract Work, St Louis — *Developer***

Oct 2013 - Present

- Designed, built, & maintained client side UIs using
    - React, React Native, & Redux
    - HTML5, Pug
    - CSS, LESS, SASS, Bootstrap 3/4, & SVG
    - AngularJS
  - Deeply integrated Google Maps into native mobile app
  - Developed, implemented, & maintained Gulp-based build environment for multiple projects
  - Designed, built, & maintained multiple server side Node.js projects and APIs
  - Maintained, updated, & augmented legacy Ruby/Rails projects
  - Introduced detailed, effective, efficient Git workflows to multiple teams
  - Configured, deployed to, & maintained secure application servers (A+ rating from [ssllabs.com](https://www.ssllabs.com)) using
    - Ubuntu (Linux)
    - nginx
    - Let's Encrypt
    - Google Compute Engine
  - Managed DNS for multiple clients
  - Migrated clients from legacy POP3 email servers to GSuite and Gmail
  - Administered multiple WordPress sites
-

---

## **FoodEssentials, St Louis — *Developer***

Oct 2012 - Oct 2013

- Built a big data analytics system for food nutrition data using
  - Java
  - Eclipse
  - Mashery
  - Solr
- Built a mobile app allowing users to get in-depth info on food products by scanning barcodes using
  - Xcode
  - Objective-C
  - ScandIt
- Designed, implemented, & managed Amazon Mechanical Turk workflows and communities to support label data extraction and categorization
- Participated in marketing efforts at SXSW

## **Reed Elsevier, St Louis — *Developer***

Oct 2011 - Oct 2012

- Built Node.js application framework for building apps
  - Designed & built a progressive web app to track build statuses using
    - HTML5, Pug
    - CSS, SASS, & Bootstrap 3
    - JavaScript
  - Designed & built real-time performance profiling tool using JavaScript
-

---

## **American Express, St Louis** — *Developer*

Oct 2010 - Oct 2011

- Integrated Rails with Java/TIBCO Business Works using ActiveResource
- Maintained/updated legacy web UIs for internal apps/systems
- Implemented new web UIs designed by in-house graphic designers

## **Mercy, St Louis** — *Developer*

Oct 2009 - Oct 2010

- Troubleshoot, updated, & managed internal Drupal site
- Built reporting tools using Ruby/Rails for
  - Sensitive personal health records
  - Internal process/workflow status and alerts

## **MasterCard, St Louis** — *Developer*

Mar 2009 - Oct 2009

- Built ETL web services to communicate with various external partners using
    - Java
    - WADS
    - XML
  - Introduced a formalized build process in Ant
  - Introduced Unit Testing and TDD with JUnit
  - Built a hex file parser to handle high volume streams of user data from external systems
-

---

## **Asynchrony, St Louis — *Developer***

Oct 2007 - Nov 2008

- Worked with team designing, developing, & documenting SOA (Service Oriented Architecture) stack for the Military
- Worked on internal project tracking software, powered by Ruby/Rails
- Designed and built an automated configuration/install tool for SOA projects using bash
- Member of innovation team charged with fostering innovation within Asynchrony

## **PERSONAL PROJECTS**

### **Jumpy McRunface — *Infinite Mobile Platformer***

Jumpy McRunface is a fun, zen little infinite platformer. Built largely as an experiment to learn about procedural content generation and to fulfill a life-long dream to be a game developer.

For more info, check it out in the [App Store](#).

### **Readie — *Emotional news aggregator & streamer***

Readie is a unique, powerful way to take control of the news. Readie processes most english language news articles on the web - doing natural language processing and semantic analysis to determine what each article is talking about and how the article feels about each of it's topics.

### **Wavy McFormface — *Unity Plugin***

A powerful, flexible real time analog synth for Unity, written in C#.

For more information, please visit the [GitHub repo](#).

---

---

## **Egghead Anarchy** — *Podcast*

A weekly podcast where my friend Alex and I discuss/debate video games, movies, tv shows, and other nerdy things. I do all the editing and publishing. Available via SoundCloud, YouTube, Stitcher, and all Podcast apps.

## **Skyll** — *Framework*

A procedural level generator for 2/2.5d platformer games built using Node.js and CoffeeScript.

For more information, please visit the [GitHub repo](#).

## **Madul** — *Framework*

An elegant way to make everything beautifully asynchronous.

Madul makes writing asynchronous code (which is extremely performant and resource efficient) simple, fun, and easy to write & maintain.

Madul is built using Node.js and CoffeeScript.

For more information, please visit the [GitHub repo](#).

## **Jyn** — *Framework*

A simple, fun, fully asynchronous api framework - built on Madul.

Jyn is a powerful, flexible, next generation api server framework designed to make building api endpoints simple, quick, and easily testable.

Jyn is built using Node.js and CoffeeScript.

For more information, please visit [GitHub repo](#).

---



---

## **Babbling On** — *Open Source Game/Set of Tutorials*

Babbling On is my attempt at jump starting a new format for tutorials and learning. I'm not sure how it will go, but so far I'm enjoying the project and finding ways to improve my other repos.

I started looking into Babylon.js recently as a tool to help prototyping game ideas and mechanics. I realized quickly that I should add inline diff comments so I could come back for reference when I needed to down the road. This got me thinking that maybe, with the proper organization and structure, a repo itself could be a good source of learning.

For more information, please visit [GitHub repo](#).

---