

RYAN NESTOR

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OBJECTIVE

To apply my technical and leadership skills to diverse projects which embody a social justice mission.
To deliver outstanding projects with a high degree of client and developer satisfaction.

PROFESSIONAL EXPERIENCE

AUGUST 2014 – PRESENT

Lead Interactive Media Designer and Developer, Monadnock Media, Inc, Hatfield, MA

- Built an Interactive Media department within a successful traditional media company.
- Created systems and documentation that improved communication between developers and internal stakeholders.
- Provided technical guidance and assistance to development team members working on multiple projects simultaneously.
- Mentored developers and designers in the application of software frameworks to deliver consistent results.
- Fostered equity of opinion in the design and development process.
- Delivered ambitious interactive media installations and experiences.
- Maintained source code repositories, development environments and databases.

FEBRUARY 2009 - AUGUST 2014

Multimedia Exhibit and AV Systems Developer, Monadnock Media, Inc, Hatfield, MA

- Designed functional audiovisual systems for delivering state of the art multimedia experiences.
- Oversaw technical integration partners in installation and burn-in of audiovisual systems.
- Developed interactive media exhibits.
- Managed multiple projects at once.
- Interfaced with project management teams at other agencies and companies.

SKILLS

Languages and Frameworks

- JavaScript/NodeJS, Ember/Glimmer, D3, Strapi, Express, Python, Java, Processing, C++, OpenFrameworks

Database

- MongoDB, MySQL

Tools and Platforms

- Git, Gitlab, Atom, Eclipse, Docker, Qemu/KVM, AWS, Nginx, Ubuntu Server, Linux, Microsoft Windows, OSX

EDUCATION

2004

Bennington College, VT

BA Music Composition and Sound Recording