

Ryan Johnson

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Summary

Senior Software Engineer with deep experience building and scaling production systems across web, data, and real-time applications. Proven track record delivering complex, user-facing products end-to-end, spanning backend APIs, data pipelines, frontend UI, and performance-critical systems. Comfortable operating across the stack, owning ambiguous problems, and shipping pragmatic solutions that balance correctness, performance, and maintainability.

Work Experience

CourtAlert : November 2023 - December 2024

Senior Software Engineer

- Built NYSCEF court explorer. Wrote backend jobs to feed court filings to Apache Solr. Wrote API and front-end in Angular to search case data in Solr
- Built a Blazor-based Outlook Add-in for Case Management that uses OpenAI to suggest docket/event entries, and integrates with client SSO
- Worked on Case Management desktop application, built new features using Blazor in embedded WebView components.
- Designed and built a .NET API's using database-first Entity Framework for database access (domain modeling, LINQ queries), supporting core Case Management workflows.
- Optimized EF/LINQ queries and underlying SQL (indexes, joins, projections) to reduce query cost and improve API and job performance.
- Collaborated closely with client stakeholders and IT teams to design and implement tailored ETL pipelines (C#, T-SQL) to sync client data (APIs, flat files, databases) into CourtAlert during onboarding.
- Automated court website monitoring using web crawlers and custom parsers (HTML, HTTP, Selenium, Edge WebView2, Chrome DevTools Protocol) to detect new filings and cases.
- Created rule-change automation jobs to recalculate legal deadlines, with a front-end for user approval integrated into the Docketing application.
- Maintained and implemented front-end redesign of CourtAlert.com

Self-employed Unity Developer : January 2022 - Present

Founder, Lead Software Engineer, Head 3D Artist, Chief Game Designer, CEO, Janitor

Fjordkraft is an iron-age city building simulation game written in C# (Mono .NET), built in Unity, set in a frigid, coastal environment within a huge open world.

- Implemented all game logic using Entity-Component-System, Jobs system and Burst compiler provided in Unity's Data-oriented tech stack

- Wrote reactive UI system to display, update game state
- Wrote utility based AI to simulate city residents
- Wrote system for handling long-range procedural pathfinding queries for ship navigation
- Wrote system for procedural spawning of plants and resources at runtime
- Wrote integration bridge between terrain system and pathfinding library

RXR Urban Solutions / View Inc : January 2021 - January 2023

Senior Software Engineer, Worxwell

Worxwell command center is a web-based dashboard used by property managers and tenants that pulls and aggregates data from a variety of sensors installed in commercial office buildings.

- Oversaw development of Worxwell product.
 - Front-end : React, Redux
 - Back-end : MSSQL, Azure Stream Analytics, Azure Functions, Airflow python jobs for additional data ingestion, Azure Stack Edge, Azure IoT, Azure APIM, Node-based API
- Managed team of consulting software engineers, ensuring best practices were being followed. Worked on high level systems design and architecture
- Built and maintained a HIP rideshare integration that synchronizes user data from a building access provider via Python ETL jobs, stores records in SQL, and exposes a Node.js API for real-time shuttle authorization.
- Led requirements gathering and architecture, and extended the platform to support Keycloak authentication syncing and additional partners including Cleared4.
- Managed migration to new building access provider. This entailed standing up a new Authentication service (Keycloak) for Worxwell and building a service to ingest lists of users and sync them with Keycloak using Keycloak API
- Built prototypes and POC visualizations in React working closely with our in-house product team
- Contributed as a full-stack developer to build tools to support RXR technology initiatives.
- Provided on-site installation and troubleshooting for sensors and edge-compute devices

TicketNetwork : November 2010 - June 2020

Tech Lead

TicketNetwork is an ecommerce platform for the secondary ticketing market. I worked on both first-party ecommerce sites as well as on tools that powered third-party sites.

Venue Maps Team (FrontEnd Lead)

- Built a fully responsive web UI for the company's Venue mapping solution that was fully compatible across modern and legacy browsers (<https://seatics.com/>)
- Completed rewrite/migration of Venue Map code from its original flash implementation to Javascript, Canvas and SVG

- Built internal Maps Configuration Panel using ASP.NET Core that allows site owners to test and change configuration settings. The panel authenticates users and has several different permission profiles
- Used SignalR to push real time updates on ticket availability to customers
- Improved back-end map authoring pipeline using custom Adobe Animate plugins
- Delivered bug fixes and new features for the Venue Map API in ASP.NET MVC
- Performed code reviews and mentored junior developers, supervised work of offshore consultants

SonicSeats.com Team (Tech Lead)

- Oversaw development of new retail ticketing website
- Used Asp.Net Core MVC to create site structure to meet SEO requirements
- Used Typescript to create UI components for searching and filtering of event and performer data from external APIs
- Performed code reviews and mentored junior developers

Ticketnetwork.com, Ticketliquidator.com Team (Tech Lead)

- The Internal Retail Sites platform served dynamic data about ticketed events in an SEO-optimized format using C# and ASP.NET. Content was configured in an internal CMS using a custom language
- Used SQL to query performer and event data
- Wrote SQL stored procedures to query data for email marketing campaigns and to track email signups
- Designed and implemented tracking strategies for site analytics and all A/B tests
- Optimized loading of resources, critical rendering path to improve performance of sites
- Created internationalized versions of internal retail sites
- Added caches of expensive data with locking strategies that allowed them to work in a multi-threaded environment

Education :

Bachelor of Arts in Computer Science (B.A.), George Washington University, Washington, DC

Technical Skills

Javascript, Typescript, React, Redux, Next.js, Claude Code, Angular, WebPack, Node, jQuery, C#, .NET Core, .NET MVC, ASP.NET Core, HTML 5, CSS, SQL, Azure, Git, Python, Unity, Apache Solr, Dev Ops.