

# Ryan J

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## PROFILE

Security-focused Computer Science student at Queen's University building full-stack products, server infrastructure, and live game-server systems. Operates R&R Servers, a production online community with 30,000+ unique players, 4,500+ Discord members, and \$60,000+ CAD in lifetime revenue. Recent work spans Next.js/TypeScript products, C# RocketMod plugins, Linux/Docker hosting, MySQL/PostgreSQL data systems, and security-aware admin tooling.

30,000+ unique players

4,500+ community members

\$60,000+ CAD lifetime revenue

19 public systems documented

## TECHNICAL SKILLS

### Product engineering

Next.js, React, TypeScript, Tailwind CSS, App Router, Motion, Playwright, accessible UI

### Backend & data

Node.js, Python, Prisma, PostgreSQL, MySQL, Supabase, Redis, Firebase

### Infrastructure

Ubuntu, Docker, Docker Compose, Nginx, Cloudflare, Pterodactyl, firewalls, backups

### Security & systems

Networking, DNS, Wireshark, Nmap, log analysis, system hardening, vulnerability assessment

### Game-server engineering

C#, RocketMod, OpenMod, Unturned, XML configuration, economy systems, event systems

## EDUCATION

### Queen's University - Bachelor of Computing, Computer Science, Security specialization

Kingston, Ontario | Expected graduation: 2027 | Coursework: Computer Architecture, Operating Systems, Computer Networking, Software Architecture, Software Quality Assurance, Artificial Intelligence, Cybersecurity, Cryptography.

## EXPERIENCE

### Owner & Lead Developer - R&R Servers

May 2018 - Present

- Built and operated a live multiplayer server community with 30,000+ unique players, 4,500+ Discord members, and \$60,000+ CAD in lifetime revenue.
- Managed Ubuntu infrastructure, Pterodactyl, Docker services, MySQL databases, Cloudflare/Nginx routing, firewall rules, backups, monitoring, and production troubleshooting.
- Built and maintained C# / RocketMod systems including airdrops, coinflips, TVT events, door/key usage limits, storage quality-of-life flows, economy balancing, and plugin audits.
- Led staff onboarding, player support, release communication, configuration changes, and incident response for a real online community.

### Independent Full-Stack Developer - Product, infrastructure, and tooling projects

2024 - Present

- Built ComplianceKit, Sound Clash, Home Memory, and a portfolio/admin CMS using Next.js, TypeScript, React, PostgreSQL/Supabase, Redis, Tailwind, and testable UI patterns.
- Developed server-management directions including Monolith, Aurora Theme, AppNest, and reusable hosting workflows for self-hosted apps and operator tooling.
- Focused on product UX, reliable data flows, admin tooling, security-aware defaults, tests, and maintainable project structure.

### Junior Network Technician - Integrated Cabling Services

June 2021 - Aug 2025

- Assisted with data, phone, and fiber-optic cabling installation and maintenance across client environments.
- Deployed and optimized wireless access points and troubleshoot cabling, hardware, and signal issues to improve reliable connectivity.

## SELECTED SYSTEMS & PROJECTS

### ComplianceKit (Next.js, TypeScript, Supabase, Stripe)

Compliance readiness SaaS for workspace onboarding, audits, report states, legal-center flows, billing defaults, and polished launch UX.

### Sound Clash (Next.js, Prisma, PostgreSQL, Redis)

Music comparison game with session-safe matchups, data enrichment, duplicate handling, timeout behavior, and gameplay integrity tests.

### Home Memory (Expo, React Native, Supabase, RLS)

Privacy-first home management app for rooms, items, reminders, documents, service providers, and household memory workflows.

### R&R Plugin Systems (C#, RocketMod, MySQL, XML)

Live Unturned systems covering RRAirdrops, Coinflips, TVT, Doors & Keys, storage sorting, economy balancing, event safety, and exploit-resistant plugin behavior.

### R&R Infrastructure (Ubuntu, Docker, Pterodactyl, MySQL, Cloudflare)

Production infrastructure for a live game community: hosting, deployments, database access, firewall posture, backups, and operational support.

### Monolith / Aurora / AppNest (Tauri, React, Go, Pterodactyl, Docker)

Server-operator tooling directions covering desktop control panels, modern Pterodactyl UX, self-hosted app catalogs, lifecycle states, secrets, and health checks.

### DNS Resolver / Neural Network Model (Python)

Raw-socket DNS resolver with manual packet parsing, plus ML classifiers implemented from scratch with manual training loops and evaluation logic.