

Ryan Flores

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EXPERIENCE

Software Engineer, AVEVA

Mar 2026 – Present

C# • .NET 10 • Blazor WASM • WPF • Microservices • gRPC

- Implemented a service manager to act as a watch dog to monitor and maintain critical services powering the web client, reducing manual intervention for service failures.
- Built internal developer tools that streamlined development workflows, cutting down repetitive manual steps for the team
- Diagnosed and resolved production customer issues under time pressure, shipping a hotfix to fix a bug without disrupting regular release cycle
- Developed an MCP server that enabled AI agents to generate widgets from structured requests, reducing repetitive implementation work for users.

Software Developer, StartupHakk

Aug 2025 – Mar 2026

.NET 9 • Minimal APIs • GCP • PostgreSQL • Grafana/Loki • Docker

- Built an automated test orchestration service that reduced ML model validation setup time from 30 minutes to zero, enabling engineers to trigger validation runs directly from a web UI.
- Designed and implemented a traceability system tracking each product through eight evolving process stages, persisting run data in a relational store, and surfacing real-time metrics to a dashboard to identify bottlenecks and verify stage health.

.NET Developer, Palm Springs Baking

Jan 2025 – Aug 2025

.NET 9 • Blazor WASM • Azure • PostgreSQL • GitHub Actions

- Led digital transformation by replacing paper-based QA processes with a Blazor WebAssembly dashboard, cutting manual lookup time by 97%.

PROJECTS

Math Frenzy — Unity • C#

[\[Steam\]](#)

- Built a custom Unity editor window enabling the team to create, delete, and modify scriptable objects, replacing manual asset management and streamlining content iteration.
- Designed the data schema for “Charms” and editor tooling to support rapid balancing and tuning of the roguelike's upgrade system without requiring code changes.

Portfolio Site — .NET 9 • Angular • Docker • Kubernetes • Redis • CI/CD

[\[Post\]](#)

- Deployed a multi-service portfolio app to DigitalOcean Kubernetes with fully automated CI/CD pipeline.
- Built a background worker that syncs recent GitHub commits to a Redis cache every 5 minutes, keeping the dashboard live without direct API polling.

EDUCATION & CERTIFICATIONS

B.S. Computer Science — University of Phoenix

Oct 2024

Azure Fundamentals (AZ-900) — Microsoft

May 2025

SKILLS

Languages: C#, C++, Go, Python, SQL

Frameworks & Platforms: .NET, Blazor (WASM), WPF, Unity, Angular

Tooling & Infra: Docker, GitHub Actions, Azure, DigitalOcean, Redis, PostgreSQL