

BRYAN SNYDER

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WordPress Website Manager & Full-Stack Developer with 5+ years of experience managing, optimizing, and scaling WordPress and cloud-integrated web platforms. Specializes in SEO-driven design, analytics, and cross-functional collaboration between marketing and IT teams.

WORK EXPERIENCE

Software Developer | Technical Project Manager

Dec 2024 - Present

Destiny Technologies International, Tacoma, WA

- Owned development and ongoing management of a cross-platform React Native mobile app and custom WordPress/PHP platform, integrating Microsoft Graph API, OAuth 2.0, and SharePoint to deliver secure authentication, real-time reporting, and payroll automation.
- Designed and maintained SQL backends and cloud-based architecture supporting web, mobile, and internal operational systems.
- Implemented and managed Azure Entra ID authentication workflows (redirect URIs, client secrets), increasing security and reducing unauthorized login incidents across web platforms.
- Led development workflows and deployment processes (CI/CD, Agile practices), improving release efficiency and reducing onboarding friction for contributors.
- Directed redesign of WordPress websites using Gutenverse and custom CSS/HTML, enhancing UI/UX, performance, responsiveness, and long-term maintainability.
- Implemented SEO, AEO, and GEO strategies, using Google Analytics (GA4) to monitor KPIs, user behavior, and search performance.

Unity Software Developer (Research Assistant)

Jun 2023 - Mar 2024

Eastern Washington University, Cheney, WA

- Built a 3D educational RPG in Unity with custom scripts and systems, aligning gameplay with curriculum objectives.
- Optimized rendering/game logic for low-end devices, expanding accessibility.
- Conducted playtests with 60+ students, iterating to improve UX and engagement.
- Presented research at NCUR; co-authored paper accepted for CHI PLAY 2025.

Logistics Coordinator

Jun 2019 - Aug 2021

World Class Distribution, Lacey, WA

- Coordinated and managed logistics and transportation activities, ensuring timely and efficient delivery of goods.
- Automated daily reporting with Excel VBA macros, reducing routine task time by 90%
- Maintained dispatch spreadsheets and BOL records, improving accuracy and operational efficiency.
- Provided office IT support, troubleshooting hardware/software issues and assisting staff with technical tasks.

EDUCATION

Bachelor of Science: Computer Science

Sep 2021 - Jun 2024

Eastern Washington University

- Specialized in computer graphics & VR; advanced Unity coursework in C# and C++.
- Founded Game Development Club; organized Unity workshops and game jams.
- Presented Beowulf game-based learning research at NCUR and published by CHI PLAY 2025.

SKILLS

Programming Languages: PHP, C#, Java, CSS/HTML, JavaScript, Python, C++, C, SQL

Frameworks & Tools: SEO, AEO, GEO, Google Analytics, Adobe Creative Cloud, React/React Native, Vue.js, WordPress, .NET, MySQL, Git/GitHub, CI/CD, Cloud Architectures, Microsoft Graph API, OAuth, OpenAI API, Azure AD, M365 Administration, M365 Office Suite, VS Code, Postman

Core Skills: Agentic AI, AI Integration, Website Management, Responsive Design, Mobile Optimization, Cross-Browser Compatibility, UX Design Principles, Full-Stack Development, Mobile App Development, Software Architecture, Cybersecurity, Debugging/Troubleshooting, Agile & Scrum, Project Management, Build & Deployment Pipelines, Version Control, Technical Documentation, Cross-functional Collaboration

PUBLICATIONS

- Bryan Snyder, Shamima Yasmin, Erik Powell. **Enhancing Literary Understanding in Secondary Education through Role Playing Games.** CHI PLAY 2025 Work-in-Progress (conditionally accepted, publication forthcoming). To be presented at the ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)

PROJECTS

EWCGI Mobile App & Custom WordPress Plugin [🔗](#)

Dec 2024

- Built a cross-platform app and plugin for managing site data, post orders, and timecards. Integrated Microsoft Graph API for secure login, labor-compliant time tracking, automated payroll, and audit tools, reducing manual processing time.

Chat4Me (OpenAI-based Android App)

Jun 2024

- Developed and deployed a chatbot that mimics texting styles using OpenAI API, Go, and Java backend, achieving 90% accuracy in style-matching during tests with 100+ samples.

Project Beowulf

Mar 2024

- Sole developer of a 3rd-person Unity RPG used to teach the story of Beowulf. Collaborated with teachers to improve engagement and test scores by 20%; presented research at NCUR in Long Beach, CA. Accepted to CHI PLAY 2025 (Work-in-Progress track).