

RYAN GEHRLEIN

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Boston, MA
Portfolio: <https://dthaipome.github.io>
Availability: July 2021 - December 2021

SKILLS & TECHNOLOGY

C#, Java, C/C++, Assembly for AMD64, TypeScript/JavaScript

Unity, Unreal 4, Visual Studio, VSCode, Git, IntelliJ, Eclipse, Trello, React JS, AWS, DynamoDB, Backend

PROJECTS

BurnCam, *Web Development Project*

Boston, MA | JANUARY 2021 - APRIL 2021

- ❖ Collaborated with 5 other engineers to develop an app that connects burn patients to burn experts.
- ❖ Created several API endpoints using JavaScript to interface with AWS, utilizing the DynamoDB, Cognito, and S3 services.
- ❖ Composed a set of onboarding and login screens using React JS.
- ❖ Iterated on code during weekly PR reviews with clients.

Antithesis, *Large-scale Game Prototype*

Boston, MA | SEPTEMBER 2020 - DECEMBER 2020

- ❖ Collaborated with a team of over 20 students and faculty, and 5 other developers.
- ❖ Utilized Oculus Quest to develop asymmetric gameplay between VR and PC platforms.
- ❖ Organized and oversaw 2 quality assurance testing sessions at different stages of development.

WORK EXPERIENCE

Khoury College of Comp. Sci., *Teaching Assistant*

Boston, MA | JANUARY 2021 - APRIL 2021

- ❖ Tutoring students one-on-one on the content of Northeastern University's Fundamentals of Computer Science 1 course.
- ❖ Answering questions on the material at all times of the day, both via email and an online forum.
- ❖ Providing constructive feedback on submitted assignments, exams, and other work that students complete.

RiskSpan, *Software Testing Internship*

Stamford, CT | MAY 2019 - AUGUST 2019

- ❖ Ran automated tests on RiskSpan's Edge platform, using scripts written in Java along with tools including Selenium and Extent.
- ❖ Created two case-specific test cases for use by other software team members.
- ❖ Streamlined productivity with careful tracking of daily tasks using Jira.

EDUCATION

Northeastern University **Khoury College of Computer Sciences**

Boston, MA | 2019 - Present

Candidate for B.S. in Computer Science & Game Development
GPA 4.0/4.0 | Dean's List

Relevant Coursework

Fundamentals of Computer Science 1, Discrete Structures, Fundamentals of Computer Science 2, Calculus 3, Object-oriented Design, Game Programming, Programming in C++, Algorithms & Data, Game Studio, Computer Systems, Building Game Engines, Computer Music Fundamentals, Rapid Idea Prototyping for Games

Extracurriculars

NU Pep Band- *Section Leader*
NU Wind Ensemble - *Percussion*
Game Development Club
Generate - *Software Build Studio Engineer*

Wilton High School 2019

High School Diploma
GPA 3.7/4.0 | Wilton, CT

Relevant Coursework

Advanced Placement (AP) Calculus BC, AP Computer Science

Extracurriculars

Habitat for Humanity CFC - *Officer*
Wind Ensemble - *Percussion*
JV/Varsity tennis- *JV Captain*