RYAN GEHRLEIN

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Boston, MA
Portfolio: https://dthaipome.github.io
Availability: May 2021 - December 2021

SKILLS & TECHNOLOGY

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

Unity, Unreal 4, Visual Studio, Git, IntelliJ, Eclipse, Visual Studio Code, Github, Jira, Trello,

PROJECTS

Antithesis, *Large-scale Game Prototype*

Boston, MA | SEPTEMBER-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.

GMKT Game Jam 2020, *48-Hour Game Jam*

Virtual | JULY 2020

- ❖ Produced Music and Designed Dynamic Music System
- ❖ Helped create a platformer game with advanced sound design aspects remotely and over the course of two days.
- ❖ Designed and implemented a dynamic music system that could switch between two versions of a single music track during gameplay, as well as loop both versions seamlessly.
- ❖ Assisted in gameplay programming and troubleshooting on using Unity in C#.

WORK EXPERIENCE

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

Boston, MA | JANUARY 2021 - PRESENT

- ❖ 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*