## **Ryan Woodard**

61 Todd Road Ajax, On, L1T 4C5 Ryan.Woodard@mail.utoronto.ca 416-917-9830

#### Qualifications

#### **Technical Skills**

- Proficient with the following languages and software
  - o Python, Java, C#, Unity physics engine and Android Studios
- Experience with version control systems such as Subversion and GitHub
- Comfortable using Unix commands
- Learning SQL in spare time using DB2 Express-C
- Used agile development principals to develop a mobile app with friends

### Interpersonal Skills

- Quick learner and able to complete tasks with minimal guidance
- Strong communications skills developed by tutoring high school mathematics and physics
- Works great in teams, demonstrated as being part of the university ice hockey team
- Very motivated, shown through development of many personal projects

## **Personal Projects**

- In a group, developed a mobile platformer game for Android using the Unity physics engine
  - Effectively worked together in a small group using agile development principals over a two-month period
  - o Learnt to work well in groups and use the Unity physics engine
  - Published to the Google Play Store
- Developed a mobile arcade game for Android with Android Studios
  - Individually developed a simple arcade game to familiarize myself with Android Studios
- Developed a farming simulation game for PC with Java
  - o In a group of two, using waterfall model for development
  - o Learned to use each others' strengths to create a better final product

### **Work Experience**

Mathematics and Physics Tutor at Goodstudy Tutoring Employed:

September 2017 – present

- Showed the ability to explain complex concepts in understandable ways
- Learned to prepare for student's session by reviewing and fully understanding what they are currently working on
- Was punctual and consistently showed up on time with constantly changing schedules
- Displayed excellent communication skills with both student and my boss

# Education

UNIVERSITY OF TORONTO, TORONTO, ON September 2017- April 2021

- Bachelor of Science Software Engineering Stream
- 3.6 GPA

## **Awards and Achievements**

- Published on the Google Play Store
- Created excel function for tutoring company's payroll
- Schelsky award for rookie of the year on the UTSC Hockey C-team