

Ryan Bartoli

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Software Developer: OS and Game Development
Sacramento and Bay Area, California

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<https://jellope.github.io/>

Technical Skills

Languages: (in descending order of proficiency) Java · HTML · C · C# · Javascript · Python · Lua · NASM

Systems: Windows · Linux · Mac OS

Technologies/Frameworks: React · Node · Bootstrap · Axios · Grunt · Unity

Work Experience

Dermveda: Frontend Web Development Internship.....Summer 2017 : 28 Weeks

- Worked in a small team to design the front page of the Dermveda website using the React framework.
- Wrote the initial automated system tests, providing future teams a template to test the website.
- Produced documentation for the website's content management system.
- Performed quality assurance review of production code and documentation.

Shell Martinez Alumni Museum: Website Development.....Winter 2016 : 8 Weeks

- Collaborated with the museum members to design a template for their new website.
- Produced several prototype websites following agreed upon criteria.
- Provided assistance finding an alternative service when content management became a known issue.

Education

In progress: **BS, Computer Science**, California State University, Sacramento • Fall 2019

- Assorted leadership position for ACM (Assoc. For Computing Machinery) on campus.
- Volunteered and managed volunteers at the CSUS Programming Competition (ICPC Locals) for 6 semesters.
- Volunteered for Women's Shadow day by SWE (Society of Women Engineers) in 2015 and 2017.
- Volunteered for the Game Development Club's Game jam in 2017

Projects

Cooper AI: MinMax adversarial search that can play a special rule set of chess.

- Implements iterative deepening, alpha beta pruning, and various move heuristics.
- Won 6th place in class AI competition, going 11-3.

Bright Bots Game: Unity game developed with a team at The Progressive Gamejam hosted by Square One Clubs over the course of nine months.

- Coded and designed the game levels.
- Produced documentation for the project.
- Built various gui's and tools to allow for simple placement of various scene items in our project.
- Contributed to the development of observer pattern for the game state.

Professional Activities

CSUS ACM Vice President.....Spring 2017

- Was responsible for bringing concerns and interests of the club's members to the officers.
- Produced documentation on club officer roles.
- Wrote documents describing the working club strategies of past years.
- Because of my work, the club had an organization template laid out for future club officers.

CSUS ACM Event Coordinator.....Spring/Fall 2016

- Was responsible for planning both academic and recreational events for the club members.
- Ensured that the preparatory work for events were laid out in advance and backup plans were established.
- Because of my work, the club improved its communications between members and officers by switching off just email chains.

CSUS ACM Secretary.....Spring/Fall 2016

- Was responsible for attending all officer meetings, take minute notes, and compile them into a written agenda.
- Collaborated with the officers to write club newsletters.
- Because of my work, a new template for a completed agendas was established, allowing them to be consistently completed within hours of the meeting rather than days.