

Ian Riley

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Personal Statement

I am interested in a full-time position as a software engineer, programmer, or app developer to apply the skills I have collected. I am self-driven and passionate about creating high quality and efficient software. I am always eager to learn more and achieve more.

Education

University of Central Missouri, Warrensburg, MO Aug/2016 – May/2020
B.S. in Computer Science, emphasis on Game Development 3.86 GPA
Honors: Summa Cum Laude, Dean's List, UCMO's Computer Science Achievement Award

Technical Skills

Languages: Java, Javascript, JQuery, AJAX, C, C#, XML, Python, PHP, and HTML5/CSS3
Systems: Linux, Windows, Mac OS, Bash shell, Batch shell
Software: Unity, Android Development Kit, IntelliJ, Eclipse, phpMyAdmin, Git
Skills: Object Oriented Design, Version Control, Agile and Waterfall Methodologies
Relevant Courses: Data Structures, Database Theory and Apps, Operating Systems, Mobile App Programming

Work Experience

United States Air Force Research Intern, Rome NY Jun/2019 – August/2019

- Assisted in the research of supply chain management through the usage of **machine learning** in the **Unity game engine** with **C#**. Implemented **graphing algorithms and heuristics**.
- I discovered the most efficient values of hyperparameters for 3 specific AI strategies.

Discrete Structures and Java Programming Teacher Assistant, UCMO Jan/2019 – May/2020

- I helped inspire students to develop problem solving skills that **Java** Programming and **Discrete Mathematics** demands.
- Over 3 semesters, I supported 40+ students on average.

Java Programming Tutor, Peculiar MO Jan/2016 – May/2016

- Tutored a class (~20 students) of High School students in introductory **Java** programming.

Projects and Events

Monkey C, Slag (gamejolt.com/games/Slag/340783), University of Central Missouri Spring/2018

- I have made two short games ran within the **Unity 3d** engine and **C#** with a partner during college.
- Partner focused on design while I implemented assets and in game events in the **Unity Engine**.

Fridge Friend (<https://bit.ly/374Q7sx>), University of Central Missouri Apr/2018

- Developed a grocery tracking app that allows simple expiration date tracking for various items.
- Designed functionality and user interface using **Java** and **XML** as well as an **SQL** database.

Gato (Geek About Things Online), University of Central Missouri Jan/2020 – May/2020

- A forum website handled by a **MySQL database**.
- I learned how to effectively use **AJAX** in tandem with **PHP** to create a smooth and snappy experience.

Chillennium 2018 Game Jam, Texas A&M University Oct/2018

- Collaborated with teammates to develop video game in **Unity Engine** with **C#** within 48 hours.
- Quickly created the most efficient division of tasks to balance speed and quality.