# Ian Riley

████████████ | ████████ | [Ian.Riley237@gmail.com](mailto:Ian.Riley237@gmail.com)

## 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: Suma Cum Laude, Dean's List, UCMO's Computer Science Achievement Award

## Technical Skills

**Languages:** Java, Javascript, Jquery, AJAX, C, 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

**Developer I for Yellow,** Overland Park KS                                          Jun/2019 – August/2019
- Currently, I work on Yellow's modernization team. I receive tickets to fix issues by making changes to **Java** code and I update **MySQL** queries to reduce latency.

**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.

## 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.