

Ian Riley

Software Developer

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Overland Park, KS
<https://ianriley237.github.io/>

Objective

Ever since I was a kid, I have had an endless fascination for computer technology and how software ticks. I am elated to be currently working in this field, and I am excited to explore more aspects of computer science that I never knew existed. I am constantly learning and I see every challenge as an opportunity for growth.

Technical Skills

- Java, Kotlin, Javascript, C, C++, C#, Python, Lua, PHP, HTML, CSS
- Jira, Git, Jenkins, Postman, IntelliJ, Unity, Unreal
- AI concepts, Machine Learning, Unit Testing

Soft Skills

- Clear communication, Problem-solving, Time management, Flexible and open-minded

Professional References

Yellow Corporation

- Darrel VanLengen (Manager)
 - DarrellVanLengen@gmail.com
- Theresa Bashore (Manager)
 - TBashore66@comcast.net

Work Experience

Software Developer I

OCT 2020 – JUL 2023

Yellow Corporation

- Worked on the modernization team to create SQL queries and Java scripts, boosting efficiency for program users
- Built a dozen processes that were ran using HTTP requests
- Mentored 3 new hires by introducing best practices
- Reviewed code submitted by coworkers and deployed builds to development and production environments

Intern in AI Research

JUN 2019 – AUG 2019

U.S. Air Force

- Built a supply chain simulation in the Unity game engine
- Collaborated with team to build and test reinforcement and heuristic AI agents in the supply chain environment
- Built the heuristic AI in C# incorporating the A* pathfinding algorithm
- Used Tensorflow and Tensorboard for AI behavior analysis

Teaching Assistant

JAN 2019 – MAY 2020

University of Central Missouri

- Was both tutor and grader for Discrete Structures and Java Programming under Dr. Hang Chen

Education

BS in Computer Science

AUG 2016 – MAY 2020

University of Central Missouri

- Graduated with Summa Cum Laude
- Earned a **3.8** cumulative GPA
- Computer Science Achievement award
- Dean's list every semester