



PROFILE

Hello! My name is Ian Riley. 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.

CONTACT

WEBSITE:

<https://ianriley237.github.io/>

EMAIL:

Ian.Riley237@gmail.com

SKILLS

Javascript, HTTP Requests, Java, C, C++, C# Python, Kotlin, SQL, PHP, CSS, HTML, AI, Unity, Git, Jenkins, Jira, Unit Testing, Machine Learning

IAN RILEY

Developer I

EDUCATION

University of Central Missouri

August 2016 – May 2020 (4 years)

Bachelor's Degree in Computer Science with a focus in Game Development.

Graduated with Summa Cum Laude by earning a **3.80 GPA**.

WORK EXPERIENCE

Yellow Corporation - Developer I

October 2020 – July 2023 (2.8 years)

As a member of their Modernization team, my responsibilities included updating their Model 204 framework to **Java** and **SQL Server**.

I was also involved in code reviews and deploying updates to the development and production environments.

U.S. Air Force – AI Research Intern

June 2019 – August 2019 (3 months)

I assisted in the research of supply chain management through the usage of machine learning at the US Air Force Research Laboratory in Rome, New York. Had exposure to **Tensorflow** and used **Tensorboard** for training observation.

University of Central Missouri – Discrete Structures and Java Programming Teacher Assistant

January 2019 – May 2020 (1.5 years)

Tutored and graded **Discrete Structures** and **java programming** courses for Dr. Hang Chen.

PROJECTS

Fridge Friend

April 2018

Created an expiration date tracking app with a partner as a final project for a college class. Created for android in **Java** using an **SQLite** database.

gato

May 2020

As our senior project, a partner and I developed a fully functioning forum website by developing the **full stack** from scratch.