Ian Riley

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Personal Statement

I am interested in obtaining a summer internship where I can continue to develop my skills as a computer scientist and contribute to a meaningful project.

Education

University of Central Missouri, Warrensburg, MO   3.80 GPA
B.S. in Computer Science, emphasis on Game Development   Expected May, 2020

Honors: Dean's List, Computer Science Achievement Award

Technical Skills

Languages: Java, C, C#, XML, Python, and HTML/CSS
Systems: Linux, Windows, Mac OS
Technologies: Git, Kibana, Postman, Unity, Android Development Kit
Skills: Object Oriented Design, Version Control, etc
Relevant Courses: Data Structures, Database Theory and Apps, Mobile App Programming with Android

Projects and Events

Monkey C, University of Central Missouri   Spring/2018
- Made a short space shooter game with a partner as a final project for a class
- Partner focused on design while I implemented assets and in game events in Unity Engine

Fridge Friend, University of Central Missouri   Apr/2018
- Made a grocery tracking app as a final project with a partner for a class
- Designed functionality, user interface, and used an SQL database.
- App implemented in Android Studio
- Available on App store

Chillennium 2018 Game Jam, Texas A&M University   Oct/2018
- Participated in Texas A&M University's annual Chillennium Game Jam
- Collaborated with teammates to develop video game in Unity Engine within 48 hours

Work Experience

Discrete Structures and Java Programming Teacher Assistant, UCMO   Jan/2019 – May/2019
- Working as a Teacher Assistant for two computer science courses as of January 16, 2019. Scheduled end date is May 15, 2019.

Developer I, Yellow Corp   Jan/2020 – Present
- Worked as a developer for the Modernization team of Yellow, converting code from Model204 to Java.
- Experience includes heavy use of Java, SQL, Git, and Kibana.

References available upon request