Ryan Jones

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Programming Languages

Java, Python
C, C++, C#
JavaScript
HTML/CSS
Go, Smalltalk
Haskell, Prolog
ASP.NET, SQL
LaTeX, Markdown

Knowledge Areas

Multi-Tier Web Dev
RESTful Architecture
Data Structures
Algorithm Design
Discrete Structures
Software Engineering
Software Design
Relational Databases
Language Structures
Computer Architecture
Operating Systems
Virtual Reality Systems
Artificial Intelligence

Tools / Frameworks

Git, Vim
V.S. Code, Atom
Visual Studio
Jetbrains IDE's
Microsoft SQL Server
NodeJS, Vue
AngularJS, React
Flask, SQLAlchemy
Windows, Linux
VirtualBox
Salesforce

Education

2015–2019   **B.S. in Computer Science from Taylor University**   **[Graduated Winter 2019 | 3.8 GPA]**
- Member of Taylor's Center for Missions Computing
- Student leader for department retreats and student events
- Officer in Taylor Chorale planning concerts and organizing events

Experience

2019-Present   **Bizstream, Inc. --** *Full-Stack Web Developer*   Allendale, MI
Full-time position working as a full-stack web developer for an MVC product web site
Responsibilities included:
- Design and implement new features for the product site **[C# | JavaScript | SQL]**
- Migrate features from a legacy site   **[Classic ASP.NET]**
- Bug-fixing issues on front-facing site
- Communicated in regular stand-up meetings about feature progress

2017–2019   **Taylor University --** *Teaching Assistant / Data Quality Intern*   Upland, IN
As a Teaching Assistant:
- Taught labs and assisted students taking courses in C++ and HTML
- Led lectures for object-oriented programming when the professor was absent
- Reviewed and graded assignments for professors

As a Data Quality Intern:
- Analyzed admissions data in Salesforce to investigate student retention and recruitment
- Examined and resolved Salesforce form input errors
- Used data modelling tools to present findings   **[Einstein Analytics]**

2017   **SpartanNash --** *Software Engineering Intern*   Byron Center, MI
Summer internship at SpartanNash corporate headquarters
Responsibilities included:
- Writing up documentation for new features
- Creating and integrating software   **[C#]**
- Worked with other interns to design new Careers site   **[WordPress | HTML/CSS]**

2014–2018   **Family Fare --** *Front-End Manager / Cashier*   Hudsonville, MI
Administrative position at chain grocery store
Responsibilities included:
- Responsible for providing administrative services to customers
- Delegated team roles and provided training as needed
- Collaborated with store departments to ensure customer's needs were met

Projects

2017-2019   **MagnITO Satellite Project [C]**   Taylor University / Twiggs Space Lab / Near Space Launch
Wrote code for "phantom loop" power system on ET-Sat project as a collaboration between Taylor and various organizations *[Satellite launched on NG-11 2019-04-17]*

Oct-2019   **MIPS-32 Assembler [C]**   COS 381 - Computer Architecture
Assembler for the MIPS-32 ISA that converted MIPS assembly code to binary

2017-2019   **Game Jam Submissions [JavaScript]**   Taylor University Computer Science & Engineering Dept.
Participated in Game Jam competitions creating prize-winning multiplayer games

May-2019   **"Starcher" Game Engine [C++ | SFML]**   COS 380 - Game Engine Architecture
Created a game engine from scratch in C++ using the SFML graphics library

Jan-2019   **ARCO Church Website [JavaScript | Python | Flask | SQLAlchemy]**   Taylor University
Mission trip to Cuenca, Ecuador where we built a full-stack website for a local church