Ryan Jones

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Programming Languages

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

Knowledge Areas

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

Tools / Frameworks

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

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