

Ryan Muskopf

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Rochester, NY

Skills

Proficient With

Angular, React.js, Bootstrap, JavaScript, HTML5 & CSS3, Node.js, C#, Git, MySQL, Unity

Familiar With

Spring Boot, .Net, Socket.io, Redux, Express.js, Firebase, Handlebars, MongoDB, jQuery, XML, C++, Heroku, Java, Unreal Engine, Processing, Final Cut Pro, A-Frame, Monogame, Maya, Photoshop, Gantt Project

Organizations

Rochester Wargamer's Association and Guild

Co-President
8/2017 – 5/2018
Head of Roleplaying Games
8/2016 – 5/2017

Fantasy Club at RIT

Founder & President
4/2016 – 5/2017

Education

Rochester Institute of Technology | BS in Game Design and Development
Graduated May 2018 GPA: 3.6

Projects

Paychex Flex | paychex.com/payroll/online-payroll

Paychex Flex is a web app that allows small businesses to manage payroll and other managerial tasks with ease. I worked on the effort to make the dashboard customizable, as well as work to allow external applications to connect to Flex, and the migration off of Flash and onto Flex in late 2020. Worked with Angular, Spring Boot, and .Net.

The Caller Queue 3 | thevcc.tv/caller-queue

The Caller Queue is a system for live shows to stage viewers before going on air. I worked on the third (and most recent) version which utilized Node.js, React, Redux, Socket.io, WebRTC, and MySQL. My work on the Caller Queue has been used by shows such as MLB's Chatting Cage and Daily Blast Live.

Orbit Rings | orbit-temp.herokuapp.com

A game about playing bumper cars using planets! Real time communication achieved using Socket.io for up to eight players. Worked on a team of three using Node.js, Socket.io, Express.js, Heroku, Handlebars. Project was done with latest standards of ES6, HTML5, and CSS3.

Mega Moonlings | project2-430.herokuapp.com

This cookie-clicker inspired application is an exercise in storing and retrieving data from a Mongo database using Mongoose as well as using React and Bootstrap to create a pleasant user experience. Sole Developer. Worked with Node.js, React.js, Express.js, MongoDB, Heroku, Handlebars. Project was done with latest standards of ES6, HTML5, and CSS3.

Experience

Software Developer | Mindex - 7/2018 – Current

Worked as a full stack developer on Paychex Flex. Worked primarily in Angular, Spring Boot, and .Net.

Web Development Intern | The Video Call Center - 8/2017 – 12/2017

Worked as a full stack developer on the Caller Queue to service live television. Worked primarily in Node.js, React, Redux, Bootstrap, Socket.io, and MySQL.

Instructor | iD Tech Camps - 6/2017 – 8/2017

Worked to give middle school and high school students an introduction to game development and programming. Worked primarily in Unreal and Unity.