

# Ryan Muskopf

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Rochester, NY

## Skills

### Proficient With

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

### Familiar With

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

## Education

**Rochester Institute of Technology** | BS in Game Design and Development  
*Graduated May 2018*

## Projects

### **Paychex Flex** | [paychex.com/payroll/online-payroll](https://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/callerqueue](https://thevcc.tv/callerqueue)

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 the 2020 International Emmy Awards, MLB's Chatting Cage, and NFL Draft 2020.

### **Scryfall Spoiler Bot**

A Discord bot that pulls information from a REST API at regular intervals to update subscribed Discord channels. Worked using Node.js, Discord.js and Express.js. Project was done with latest standards of ES6 and is actively maintained.

## 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.