

# Ryan Muskopf

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ryanmuskopf.com  
Rochester, NY

## Skills

### Proficient With

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

### Familiar With

Socket.io, Redux, Express.js,  
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

### 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.

### North Rockland Debt Relief Website | nrdebtre relief.com

This website was designed and created as a volunteer act of support for the North Rockland Debt Relief organization. Sole Developer. Worked with embedded Google forms, device-specific favicons, and webhosting. Project was done with latest standards of HTML5 and CSS3.

## Experience

### 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.

### Web Designer | Rockland Web Design - 12/2015 – 2/2016, 6/2016 – 8/2016 (Seasonal)

Worked to research and develop the feasibility of virtual reality websites and experience on the web. Worked primarily in Unity and A-Frame.