Ryan Muncy

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Education

Western Governors University

Bachelors Computer Science   Graduation 2025

Skills

Programming Languages   HTML, CSS, JavaScript, C#, Python
Libraries/Frameworks   .NET, WPF
Tools/Platforms   Github/Git

Projects

Color Palette Webpage | LINK   HTML, CSS, JavaScript
- With this webpage, I was aiming to create an easy to use tool for picking a color palette to assist in web design and other design-oriented projects that need multiple colorways.
- This tool generates random colors and uses a conversion algorithm to place RGB colors on the color wheel to allow optional filters for color schemes like monochrome, complementary, etc.

CLI File Manager | LINK   C#, .NET
- A console-based application in C# that allows you to navigate through your file system and use commands in a predetermined syntax similar to Powershell or CMD.
- Has basic commands like copy, view and change directory and uses reflection to call class methods for commands. Ex: (cd -dDir | Z:\TestDirectory)

Calculator App | LINK   C#, .NET, WPF
- With this app, I was aiming to create an application that provided all the essential operators as well as some more complex features like variables for users to keep track of their calculations.
- The GUI was incorporated for an enhanced user experience and allowed for end-user customization of styles. Utilized the Windows Presentation Foundation framework for this.

Rocket Fuel Tank Planner | LINK   Python
- This project was built specifically for Kerbal Space Program. It helps the user build a rocket by determining the number of and size of fuel tanks you'll need for any given space trip.
- Takes number of stages and payload size as parameters then iterates through all engines and fuel tank size in a given data set until it has enough DeltaV, it carries over the data into the next stage's calculation.

DnD Character Stat Roller | LINK   Python
- Rolls for character stats using the 5e standard of 4d6 dice rolling method, as well as generating abilities and choosing the best stats for a given character race and class based on predetermined priorities.