Ryan Kelly

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Computer Skills

- Known Languages: Java, C++, C, Fortran, C#, Javascript, HTML, CSS
- Blender 3D modeling and animation
- GarageBand and Logic Pro X music creation
- Unity 3D game programming

Education

M.S. in Computer Science   **Degree Expected May 2020**

Johns Hopkins University, Baltimore, MD
Current GPA: 3.35/4.0

B.S. in Computer Science   **May 2016**

Stony Brook University, Stony Brook, NY
Minor: Astronomy
GPA: 3.64/4.0

Projects

Sharpeez Comics   **February 2016 – May 2016**

- Worked as Lead designer with 3 other people to create a website for uploading and sharing comics
- Designed web pages using the Bootstrap Framework

Falling Simulator 2014   **September 2014 – December 2014**

- Created original idea, designed levels, and worked with my partner in scripting various power ups
- Composed original music using Logic Pro X

Leadership Experience

Vice President, Stony Brook Gamers' Guild   **August 2015 – May 2016**

- Helped run general body meetings and created PowerPoint presentations for discussion meetings
- Helped organize and execute large scale events

Treasurer, Stony Brook Gamers' Guild   **August 2013 – May 2014**

- Managed expenses of the club
- Aided other executive board members in their duties

Work Experience

Deli Clerk, Stop & Shop, Medford, NY   **June 2017 – Present**

- Provide friendly customer service while preparing orders of various deli meats, cheeses, and salads

Food Server, Faculty Student Association, Stony Brook, NY   **February 2013 – May 2016**

- Prepared and maintained food stations, including setting stations up at the beginning of the day, replacing empty food pans, and keeping a temperature log of each food item