

Ryan Dern

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Education

University of Massachusetts Boston

BS IN COMPUTER SCIENCE

GPA: 3.40

Dec 2020

Experience

Fidelity Investments

SOFTWARE ENGINEERING INTERN

Boston, MA

Jun 2019 – Aug 2019

UMass Boston Visual Attention Lab

RESEARCH ASSISTANT

- Eye tracking applications for medical purposes, advised by Prof. Marc Pomplun.

Boston, MA

Mar 2019 – Present

Google

JTERM STUDENT

- Completed a January term course focused on data structures, algorithms, and Android application development at Google's Cambridge, MA office.
- Collaborated with a small team of Computer Science students to develop a final project for the Android platform and presented our work to other students and Google employees in attendance.
- Took part in professional development workshops (Design Thinking, Presentation Skills, etc).

Cambridge, MA

Jan 2019 – Jan 2019

Sonus

SOFTWARE ENGINEERING INTERN

- Maintained security tools for carrier-class telecommunications systems.

Westford, MA

Nov 2017 – Jan 2018

Skills

Programming Languages:

Java, C/C++, JavaScript, C#, Python

Frameworks & Libraries:

Node.js, Electron, jQuery, Android Studio, OpenGL, Unity

Databases & Cloud Infrastructure:

SQL, Oracle, JDBC, AWS, Heroku, MongoDB, ElasticSearch

Workflow Tools:

Git, Perforce, JIRA, Markdown, Jenkins, REST, VMWare, VirtualBox, Unix/Linux

Projects

Billbot

A CLOUD-HOSTED TWITTER BOT CREATED WITH NODE.JS THAT UTILIZES DATA FROM REST APIs TO PROVIDE UPDATES ON BILLS CURRENTLY BEING CONSIDERED BY UNITED STATES CONGRESS.

JavaScript, Node.js, jQuery, REST,
Heroku, New Relic, Insomnia, Git,
GitHub, Bitly, Google Trends

<https://www.npmjs.com/package/billbot>

Focus

AN ELECTRON APPLICATION USED FOR EXPERIMENTS IN THE UMB VISUAL ATTENTION LAB USING THE SR RESEARCH EYELINK SYSTEM. PROVIDES VIDEO PLAYBACK AND AUGMENTS THE IMAGE IN RESPONSE TO CERTAIN GAZE POSITION DATA. SERVES AS A REHABILITATION TOOL FOR SUBJECTS SUFFERING FROM MEDICAL CONDITIONS RANGING FROM AMBLYOPIA (LAZY EYE) AND STRABISMUS TO ADHD.

JavaScript, Electron, Node.js,
OpenGL

<https://www.cs.umb.edu/~marc/lab/>

R2Engine

2D VIDEO GAME FRAMEWORK PROVIDING IMPLEMENTATIONS OF ANIMATED SPRITES, RESOURCE MANAGEMENT SYSTEMS, ETC. FOCUSED ON OBJECT-ORIENTED PROGRAMMING AND DESIGN PATTERNS.

C++, SFML, SVN

<https://github.com/RMDern>