

# RYAN DERN

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ryandern.com

## Software Engineer

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Motivated computer science student with hands-on engineering experience from internships and collaborative projects. Wide range of interests including Embedded Systems, Aerospace, DevOps, Cloud Computing, Mobile Development, and Game/Simulation Programming.

## Skills

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- C/C++, C#
- React Native, Unity
- Experienced with command line interfaces (Git Bash, PuTTY, MobaXTerm, UNIX)
- Virtual environments (VirtualBox, VMWare, Docker)
- Agile/Scrum methodologies
- Embedded systems (FreeRTOS, scheduling, memory management)
- Python, JavaScript, Bash
- MySQL
- Source control (Git, Perforce, SVN)
- Cloud technologies (Amazon Web Services, OpenStack)
- Issue tracking/project management (JIRA, GitHub, CodeCollaborator)
- Cross-platform development (Mobile, PC, and console)

## Work History

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### Platform Software Engineering Intern Sonus Networks, Inc – Westford, MA

11/2017 to Current

- Worked with mentorship from Principal Software Engineers as part of the Platform Software team, responsible for development related to session border controllers and other network devices.
- Refactored C/C++ libraries in use across the product range for performance, security, and maintainability.
- Profiled and optimized memory management for session border controllers.
- Assisted in efforts to improve the continuous integration pipeline by enhancing static analysis tools and build processes.
- Performed development on remote UNIX systems using MobaXTerm. Utilized Perforce for source control.
- Took part in the code review process and iterated on feedback from senior engineers.

### Software Engineer Intern (Volunteer) Open Learning Exchange – Cambridge, MA

07/2017 to 11/2017

- Used GitHub and Gitter to manage workflow and collaborate with members of the development team.
- Used Vagrant and VirtualBox to build and manage virtual software development environments.
- Wrote and maintained clear documentation using Markdown.

**User Research - Game Tester (Volunteer)**

04/2017 to 04/2017

**Turbine** – Needham, MA

- Acted as a user research subject during focus test sessions and provided qualitative feedback on development builds of "Game of Thrones: Conquest".

**Electronics Sales Floor Team Member**

06/2015 to 12/2016

**Target** – Hanover, MA**Research & Development Project Assistant**

08/2013 to 01/2014

**Champlain College** – Burlington, VT

- Collaborated with a small team to complete miscellaneous technical projects as directed by supervisors.
- Served as an ambassador at the Career and Internship Fair.

## Education

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**Bachelor of Science:** Computer Science**University of Massachusetts Boston** - Boston, MA

- Completed 75 credits towards B.S. (In progress).
- Hackathon participant.