

RYAN DERN

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ryandern.com

Professional Summary

Motivated computer science student with hands-on engineering experience from internships and collaborative projects. Wide range of interests including embedded systems, aerospace, defense, cloud computing, and game/simulation programming.

Skills

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

Work History

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

11/2017 to Current

- Worked under the Director of Platform Software Engineering with mentorship from Principal Software Engineers as part of the Platform Software team.
- Refactored the "Racoon2 Project" cryptographic key management system for IPsec and integrated it with the Sonus software platform for use in the company's range of enterprise/service provider communication devices.
- 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

Bachelor of Science: Game Programming**Champlain College** - Burlington, VT

- Completed 75 credits towards B.S. (In progress).
- Hackathon participant and IGDA chapter member.
- SkillsUSA competition Gold Medalist for Technical Computer Applications. (2012)