

Ryan Haskins

Computer Science Graduate, Game Developer and Full Stack Developer

780-222-8573 ♦ Edmonton AB T5T 4Y3

ryan.haskins12@gmail.com ♦ [linkedin.com/in/ryan-haskins-42364623b](https://www.linkedin.com/in/ryan-haskins-42364623b)

HIGHLIGHTS/TOP SKILLS

- Professional experience in Ubuntu, working on web applications both on the backend and frontend with attached microservices in docker containers
- Implemented robust, reliable and accurate automated tests to ensure project/code quality is maintained
- Can apply pathfinding algorithms and user interface theories in developing multiple video games with multiple groups of people
- Demonstrated team leadership strengths by managing and collaborating with many different people in multiple roles to achieve common goals

EDUCATION

Bachelor of Science, Specialization in Computer Science with Distinction September 2019 - May 2024, University of Alberta, Canada

- Hands on experience with commonly used programming languages, game engines and web application frameworks through real-world project applications (3.7 GPA)

WORK EXPERIENCE

Student Software Developer (Internship) May 2022 – May 2023 Calian Advanced Technologies, Saskatoon (Remote Position)

- Worked on the SiriusXM team mostly doing frontend coding with React.js and dealing with state management in Redux in an agile work environment
- Used Ubuntu/Linux system architecture and ROBOT framework writing automated tests and managing the controlled integration pipeline
- Learned further troubleshooting skills and worked with Ansible playbooks for setting up development and testbed systems in containers using Docker
- Demonstrated excellent written communication skills and improved software usability by creating documentation, tutorials and instructions for users on how to use the SXM software and perform different actions

TECHNICAL SKILLS

Languages: Java, Python, C++, C, C#, JavaScript, TypeScript, SQLite, HTML, CSS, OpenGL

Databases: Oracle, Firebase, PostgreSQL, MongoDB

Frameworks/Libraries: Django, React.js, Redux, Next.js, Numpy, ROBOT, Matplotlib, Jupyter

Software: MS Office, Unity, Visual Studio, VIM, IntelliJ, Android Studio, GameMaker Studio, Jira

Version Control Experience: Git, Github, Gitlab, Gitkraken

Software Development Experience: Web Applications, Video Games, Artificial Intelligence

PROJECTS

The Drawnjuring - Video Game (In Progress)

- (Itch.io link: <https://imtomzile.itch.io/the-drawnjuring>)
- Programmer and producer for this 2.5D isometric video game made in Unity with a group of six
- Created the dialogue system, tutorial, enemy pathfinding, player abilities and designed one of the levels
- Demonstrated QA abilities as I took on the main tester role to catch bugs
- Received funding from Edmonton Screen Industries Office and was displayed at Game Con Canada 2024 and Game Discovery Exposition 2024

Fallen - Video Game

- (Steam Link: <https://store.steampowered.com/app/2584590/Fallen/>)
- Programmer for this 2D video game made in RPGMaker and a custom game engine made in JavaScript with a group of six
- Nominated for Game of the Year at the 2021 Edmonton Direct
- Created the entire overworld section, also helped code and debug minigames
- Was exhibited at the Game Discovery Exposition 2024

Renoworld - Web Application

- (Deployment Link: [http://\[2605:fd00:4:1001:f816:3eff:fe9a:27f7\]/](http://[2605:fd00:4:1001:f816:3eff:fe9a:27f7]/))
- (Demo Video Link: <https://www.youtube.com/watch?v=kmFmKdsy4ig>)
- Worked on a web app in a group of six, using a Django REST Framework for the back end and Next.js for the front end
- Created tests, documentation, most of the UI design and implementation as well as backend implementations of the job cards and chat rooms
- Worked closely with a client to create this application and learned about handling scope and client requests (Source code is private)

Subject 219 - Video Game

- (Itch.io Link: <https://everen.itch.io/subject-219>)
- Worked on audio and coding for this text adventure game made in a group of five using Twine
- Created all audio and helped implement needed audio logic into the game
- Awarded Game of The Year for the class this game was made in

QR Rangers - Web Application

- (Repo Link: <https://github.com/CMPUT301W22T10/QR-Rangers>)
- Worked in a group of six to make a mobile app in Java with Android Studio
- Scanned QR codes and gives the user a certain amount of points based on the contents of the QR code
- Worked a lot with the frontend, login/logout API and highscores back end

Handwritten Number Digit Recognizer - AI Project

- Worked on a project in python with the use of numpy, that recognizes handwritten numerical digits
- Implemented in three different ways to compare accuracy. One with linear regression (86% accurate), one with logistic regression and cross entropy loss (90% accurate) and one with a multilayer perceptron neural network (96% accurate)
- Code and/or example input and outputs available upon request

Starcraft 2 Bot - Game AI Bot

- Worked on a Starcraft 2 Bot with a group of four using C++ and the API from Blizzard
- Implemented the ability for the bot to gather resources and follow a set gameplay strategy in Starcraft 2
- Code or bot recordings available upon request

AWARDS AND ACCOMPLISHMENTS

- Faculty of Science Dean's Honor Roll 2021, 2022, 2024
- Best High School group at University of Alberta Programming Contest 2019
- Jason Lang Scholarship 2021, 2022
- Sharon Daubert Memorial Community Scholarship 2019

MEMBERSHIPS AND CERTIFICATES

- Explore Edmonton Volunteer 2023 - Present
- University of Alberta Certificate in Computer Game Development 2024 - Present

COMMUNITY AND UNIVERSITY ACTIVITIES

- Volunteer Attendant at Kdays for GDX (Game Discovery Exhibition)
- Tutored grade 7 math students who improved marks from failing to high satisfactory
- Played on and off campus recreational sports including basketball and golf
- Volunteered at a daycare as an attendant in grade 8
- Volunteered on the tech/sound crew in high school