RYAN BIRNIE

SOFTWARE DEVELOPER

Profile

- Focused Computer Science Graduate with strong teamwork, communication, and creative problem-solving skills.

- Seeking a junior developer position with an innovative and professional company where I can obtain growth and utilize my software development skills to solve unique challenges.

- Six years of experience in game development, and software engineering from various passion projects with a focus on learning many different aspects of software development.

PROFESSIONAL EXPERIENCE

SURGICAL ROBOTIC TRAINING INTERNSHIP
Advent Health, Celebration, FL / August 2019 – April 2020

- Utilized Open-CV, TensorFlow, and Python to aid in surgical robotic skills assessment of surgeon trainees using a da Vinci Surgical System.

- Worked with teams consisting of Mechanical Engineers, and Electrical Engineers to incorporate sensors on the Fundamentals of Robotic Surgery (FRS) Dome.

- Used data generated from a Convolutional Neural Network to create a grading assessment system used by robotic surgeon trainers.

PERSONAL PROJECTS

Bander App

- Developing a social media app that helps musicians find local bands, and producers to collaborate with. Using Google Firebase, Google Maps API, Android Studio, and Java.

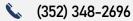### Zombie Siege – Two Week Game Design Challenge
- Developed three levels of a 3D physics-based tower defense game for the Florida Polytechnic Game Expo 2019 Two week challenge, using Unity, C#, and Blender – Currently re-creating in Unreal Engine 4 for mobile devices.

Alteria – Indie Game Development
- Added realistic bullet penetration and ricochet to a 3rd person shooter indie project in Unreal Engine 4.

CONTACT

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- github.com/RYBIRN

EDUCATION

Florida Polytechnic University
GPA: 3.25
Lakeland, FL
*B.S. Computer Science
(Graduated May 2020)
Relevant Coursework*
- Algorithm Design and Analysis
- Data Structures
- Mobile Device Applications
- Game Design 1 & 2
- Computer Graphics
- Software Engineering
- Human Computer Interaction
- Artificial Intelligence
- Unix
- Database

Awards and Honors
- Presidents List (2016-2017)
- Dean's List (2018-2019)

ADDITIONAL SKILLS

- C#
- Unreal Engine
- Unity
- Blender
- Android Studio