

Ryan Ngoon

rrngoon@calpoly.edu ✉

408.800.8088 📞

721 Johnson Avenue Apt. 21, San Luis Obispo, CA 📍

linkedin.com/in/ryanngoon/ 💻

Education

Bachelor of Science, Computer Science Undergraduate

08/2019-Present

California Polytechnic State University, San Luis Obispo, California

Coursework:

- Data Structures, Computer Organization, Object-Oriented Programming and Design, Technical Writing for Engineers, Systems Programming, Programming Languages, Discrete Structures, Artificial Intelligence, Operating Systems

Experience

Student Researcher, Cal Poly Corporation

09/2021-Present

San Luis Obispo, California

- Worked cross-departmentally with the BRAE department to create an application that displays CAN data from vehicles that has been uploaded to the cloud

Computer Science Tutor, Cal Poly Corporation

01/2022-Present

San Luis Obispo, California

- Conduct individual and group tutoring sessions in topics focused on data structures and algorithms

Product Safety Engineer, Apple via Ryzen Solutions

06/2020-09/2021

Cupertino, California

- Tested and certified the safety of new products through the creation of procedures using Python robotic automation scripts and data parsing.
- Cleaned up and analyzed machine data to be used in a human readable certification

Projects / Activities

Quordle Solver

04/2022

Tools Used: Python, Pandas

- Created a Quordlesolver that uses information theory and AI to solve the game of Wordle. Repo: <https://github.com/Reallife101/QuardleSolver>

No Discrepancies Found, Survival Horror Game

02/2022

Tools Used: Unity, C#, Blender

- Developed a first person survival horror game, working with graphic shaders and Unity APIs which is published at <https://maidandready.itch.io/no-discrepancies-found>

Poly Cards Website

04/2021-06/2021

Tools Used: Javascript, HTML, CSS, Git

- Created an easy, free and anonymous way for students to study at Cal Poly San Luis Obispo through customized class-based flash cards
- <https://polycards.herokuapp.com/index.html>

Other Projects:

All games can be found at <https://maidandready.itch.io/>

Ebb And Flow: A Open world story game with VR port

11/2021

VoidShift: First Person shooter with parkour and Combo meter

02/2022

Requiem: Interactive Fiction game using Inform7

03/2022

Joshua was Here: Interactive Fiction game made with Twine

04/2022

Alternate BP Monitor: Arduino and C++ based blood pressure monitoring device

01/2020