

Ryan Ngoon

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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

- Collaborated cross-departmentally with BRAE department to produce an application that displays CAN data for up to 100 users

Computer Science Tutor, Cal Poly Corporation

01/2022-Present

San Luis Obispo, California

- Conduct individual and group tutoring sessions with over 50 students to teach topics topics focused on data structures and algorithms

Software Engineer, Apple via Ryzen Solutions

06/2020-09/2021

Cupertino, California

- Created software to test and certify the safety of new products through the innovation of procedures using Python robotic automation scripts and data parsing.
- Increase throughput of testing by 557% over the course of 1 year

Projects / Activities

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

Quordle Solver

04/2022

- Created a Quordle solver that uses AI to solve over 21 trillion combinations of the game of Wordle. Repo: <https://github.com/Reallife101/QuardleSolver>

Eye Sore, Puzzle Horror Game

02/2022

- Developed a game in under 48 hours, with over 400 views and 90 downloads.
- Published at <https://maidandready.itch.io/eye-sore>

Gomoku AI

01/2022-03/2022

- Produced an AI that utilizes the minimax algorithm to sift through over 3.2 Octodecillion different board states to play as efficiently as possible
- <https://github.com/Reallife101/GomokuAI>

Poly Cards Website

04/2021-06/2021

- Created an easy, free and anonymous way for 21,000 students to study at Cal Poly San Luis Obispo through customized class-based flash cards
- <https://polycards.herokuapp.com/index.html>

Skills

Languages: Python, Java, C, C#, C++, Javascript, HTML5, CSS, Inform7, SQL, Racket, Visual Basic

Engines, Operating Systems and IDEs: Unix, Linux, iOS, Windows, Unity, Visual Studio, Pycharm, Eclipse

Other Skills: Data Structures, Algorithms, Artificial Intelligence, Object Oriented Programming, AGILE development, Git, UI/UX, System Architecture, Operating Systems, Software Development, Software Systems, Pandas, Blender, Communication, Trello, SCRUM, Sprints