

Ryan Bell

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EDUCATION

Rochester Institute of Technology, Rochester, NY

Spring 2019

BS in Software Engineering • BS in Game Design and Development

EXPERIENCE

Software Engineer • BrickSimple LLC

January 2016

- Implemented custom Java servlets for a public facing Apache Tomcat server to facilitate the serving of non-local assets and fix a pressing issue presented by the client.
- Designed and implemented the front and back end of an admin portal to upload, remove, and reorganize public facing content for the client. The solution revealed inconsistencies between database entries and local assets while enabling resolution of these issues. The feature was built with Flask, and included zip file support, dynamically created SQL statements, and technologies like Jinja, JavaScript, and JQuery.
- Created a reusable python script to convert existing JSON arrays to SQL tables in Microsoft SQL Server.

Customer Support Representative • RIT Information and Technology Services

2014 – 2016

- Resolved issues involving a wide variety of devices and applications while responding quickly and courteously to customers remotely or in person.

Computer Science Grader • Rochester Institute of Technology

Fall 2015

- Graded weekly Python assignments for CSCI 141.

SKILLS

Languages and Frameworks

C#; Java; C; Python; Processing; HTML5; CSS3; JavaScript; JQuery; Jinja; Django; Flask; SQL; Swift;

Development Software

Visual Studio 2013, Visual Studio Code; Unity; Maya, Blender; Adobe Photoshop, Adobe After Effects; Microsoft SQL Server 2008; Eclipse Helios; PyCharm 5;

PROJECTS

Pick Their Poison • Multimedia Apple Hackathon Entry

Worked on a team of three to create a cross-platform, new age take on Charades for iOS and the Apple TV. The two devices communicated to display game scores and the round timer. Created with SpriteKit and Swift.

HealthNet • Django-Based Hospital Website

Lead developer on a four person team that used Django, HTML5, CSS, and JavaScript to successfully realize the semester-long project outcomes. Followed Google's Material Design while utilizing Agile principles to establish an iterative and incremental design and build process.

SwitchBlade • 2D Game in C#

Technical lead on a four person team to develop a MonoGame-based game that implemented procedural map generation, advanced pathfinding, and strong AI.

Onieronauts • Technology Student Association Game Competition Entry

Led a team of four to develop a C#, Unity-based 3D game. Served as lead modeler and animator, recruited team members into specific roles, and provided technical direction on integration of game components.

The game placed at Regional and Pennsylvania State competitions and qualified for national competition.

HONORS AND ACTIVITIES

- Eagle Scout, RIT Presidential Scholarship recipient, Dean's List
- Electric Vehicle Team, Ultimate Frisbee Club, Karate