

Ryan Bell

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github.com/Ryan-Bell

Education

Rochester Institute of Technology

*BS in Game Design and Development - Minor in Software Engineering
Presidential Scholarship Recipient*

Rochester, NY

Spring 2019

Experience

RIT Career Services

Software Engineer

Rochester, NY

Fall 2018

- Developed features for RIT's internship evaluation site using AngularJS, Oracle SQL, and Java SpringBoot
- Resolved numerous existing defects by leveraging Git, MailCatcher, and SQL database records
- Created and integrated Tableau visualizations into the site to remove Java code, improving maintainability and record lookup speed

MITRE Corporation

Software Developer

Bedford, MA

Summer 2017

- Created a Skype presentation reaction system similar to Facebook Live reactions using JavaScript, Node.js and Microsoft's Lync 2013 SDK (C#) to improve virtual audience feedback
- Leveraged JavaScript experience to provide guidance to other interns on a Big Data based Alexa app
- Taught basic Git and Linux workflows to other developers on my team

GE Aviation

Software Engineer

Grand Rapids, MI

Fall 2016

- Created an npm module to ease integration of GE's OAuth SSO service into internal websites
- Optimized and refactored a Flask-Angular tool used to manage resource allocation by project
- Developed a Node.js site to track employee hours, send email notifications, and report on employee hour breakdowns online

BrickSimple, LLC

VR/AR Developer

Doylestown, PA

Summer 2016, January 2016, January 2017

- Created numerous apps for the HTC vive and LEAP motion in Unity using C# and Maya for 3D modeling/animation
- Implemented the front and back end of an admin portal to upload and organize public facing content for a client site. The feature was built with Flask and technologies such as Jinja, JavaScript, and JQuery

RIT Information Technology Services

Customer Support

Rochester, NY

2014 - 2016

- Resolved issues involving a wide variety of devices and applications

RIT Computer Science Department

Computer Science Grader

Rochester, NY

Fall 2015

- Graded weekly Python assignments for CSCI 141

Other Experiences

- 3D modeling with Autodesk Maya for numerous small games and standalone renders
- Created multiple small games and simulations in Unity3D/Unreal Engine
- Extensive video editing and motion tracking with Blender and Adobe After Effects
- Wrote game engines as part of college coursework in C++
- Eagle Scout

Core Technical Skills

Languages: JavaScript, HTML/CSS, Bash, C++, Java/C#, SQL, Processing

Other: Linux, Docker, Git, JIRA, common Linux utilities, Autodesk Maya, Blender VSE, L^AT_EX