



Ryan Shokrpour

Software Engineer

 (973) 722 7538

 ryans2558@gmail.com

 Ryan-Shok

EDUCATION

New York University - Computer Science & Math Joint Major | Web Programming & History Minor

GPA: 3.833 - Graduation: May 2027 - Relevant Coursework:

*Data Structures, Computer Systems Organization, Operating Systems, Basic Algorithms, Algorithmic Problem Solving
Calculus I-III, Discrete Mathematics, Linear Algebra, Ordinary Differential Equations, Numerical Computing, Analysis*

TECHNICAL SKILLS

Programming Languages: Java, Python, C#, C/C++, Visual Basic, JavaScript, TypeScript, SQL, HTML, CSS

Systems: Windows, Linux

Software & Tools: GitHub, Unity, IntelliJ, PyCharm, Visual Studio, Eclipse, JSON, MS SQL Server, MATLAB

Concepts: Object-Oriented Programming, Data Structures (Stacks, Queues, Linked Lists, Trees, Graphs, Dictionaries, DSU), Algorithms, Serialization, Memory Management, System Calls, Concurrency, Databases, Web App Servers, IEEE 754 Arithmetic

EXPERIENCE & PROJECTS

Freelance Computer Programmer | [GitHub.com/Ryan-Shok](https://github.com/Ryan-Shok)

2018 - Present

- Built an arbitrage web application to automatically scrape e-commerce sites, analyze real-time resale profitability, and manage the full pipeline from deal discovery to Amazon listing using **REST APIs** and a **SQL**-backed local database. Implemented pricing, shipping, fee, and margin calculations with ranked opportunity scoring. Developed a **full-stack web UI and backend services** in **JavaScript** and **TypeScript/Node.js**
- Built an Atari Breakout game in **C**, implementing real-time **input handling**, **collision detection**, and **loop logic**
- Created a 2D platform shooter in **C#**, focusing on **object-oriented design**, **modular gameplay components**, and **state management**
- Implemented an UNO strategy game in **Java**, applying **algorithmic decision-making** and **game-state evaluation**
- Wrote a fully functioning **WeensyOS**, implementing **system calls**, and **virtual and physical memory management** while minding concurrency and maintaining **synchronization** in a **Linux environment**
- Implemented **JSON-based serialization** using **Java GSON** to persist and restore complex game state data for a gacha-style loot system

Content Engineer Intern | American Contract Bridge League

2025

- Supported **digital content development** and educational outreach
- Implemented **OBS overlays** to improve livestream and recorded content presentation
- Coordinated with a small team to improve and monitor **content modularity**
- Evaluated **performance metrics**, including user retention, and looked to **automated feedback** to enhance content quality

Mathematics Tutor and Grader | NYU Courant Institute of Mathematical Sciences

2025 - Present

- Graded 14 homework assignments weekly for 150 Calculus students
- Ensured grading **consistency with departmental standards**
- Provided **constructive written feedback** to support student understanding
- Explored concepts in greater depth with students desiring extra tutoring

AWARDS

- NYU French Department Prix de Distinction
- National Merit Commended Scholar
- Aquatic First Aid Certification

LANGUAGES

- English
- French
- Persian

EXTRACURRICULAR ACTIVITIES

Library Assistant

Millburn Free Public Library

Treasurer

NYU Bridge and Spades Club

Environmental Conservation Volunteer

City of Richmond Hill

Captain

Bayview Hill Kayaking Club