



Ryan Vreeke

Software Engineer Intern

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To procure a full time job where I can Utilize the variety of software development skill that I have acquired through education and personal practice. Currently seeking employment in either software development and/or web development. Hard working and able to learn fast

Professional Experience

April 2022 - Present

IT Support University of Utah

- Identifying hardware and software solutions.
- Troubleshooting technical issues.
- Resolving network issues.
- Replacing or repairing necessary software and hardware
- Worked with Windows and Linux system admins to ensure system functionality

Education

August 2020 - Present

Bachelor of Science in Computer Science University of Utah

Studying software development and engineering

August 2018 - May 2020

Associates of Science in Computer Science Salt Lake Community College

Key Skills

- Java, C#, C++, and Python
- JSON
- MVC design patterns
- knowledge of Object-Oriented Programming, Data Structures, and Algorithms
- XML
- Qt Designer
- LINQ SQL development tools
- MySQL
- Visual Studio 2019
- Linux

Projects

Spreadsheet, C#

Created a spreadsheet program that used a node-system and a dependency graph algorithm to control cell data and calculate formulas provided by the user. With a Windows Forms GUI that followed MVC design.

Tank Wars, C#

Programed in C#, a TCP socket server which manages multiple game clients and calculates game logic and physics. Also a Windows Forms game client that displays custom graphics from the JSON file received by the server.

Pixel Editor, C++

Programmed in C++ using Qt designer. A program that allowed the user to draw pixel sprite in a 32x32 grid of pixels, once the image was finished the user is able to play an animation using that sprite and others that they drew.

LMS, C# and MySQL

A Learning Management System, that used MySQL and C# to manage, edit, and display database information to the user. The program used LINQ and MySQL to manage user credentials as well as store, display, and control the enrollment of students and their assignments.