

Ryan Abdi

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Education

Bachelor of Science - Computer Science,

09/2021 – present

Toronto Metropolitan University (formerly Ryerson University)

GPA: 3.95 (Dean's list)

Skills

Programming Skills

Python, Java, Javascript, Lisp,
Lua, C, Rust, Elixir, Pharo
Smalltalk, Haskell, HTML, CSS,
Oracle SQL, PostgreSQL

Software Proficiencies

Fusion 360, Linux, Git, VS code,
Blender, VirtualBox, MongoDB,
Firebase

Libraries/Frameworks

PyMongo, Flask, Keyring, Turtle,
TKinter, Tensorflow, OpenCV,
Express.js, React, Node.js

Professional Experience

Code Ninjas

- Taught programming logic through game development, modding, and scripting using Lua, Javascript, and Scratch.
- Managed and optimized Minecraft servers for efficient camp operations, including RAM usage modifications and plugin implementation.

09/2020 - 07/2022

Projects

Winter Messages, Owner/Full Stack Developer ✍

- Developed an instant messaging service with real-time chat capabilities.
- Utilized Firebase for backend services, including Firestore for data storage and Firebase Authentication for user account management.
- Implemented state management using React Context API to handle real-time chat updates.
- Engineered the system for optimal performance with Firebase data stores, ensuring quick message delivery.

406 Trades, Back-end Developer/Database Admin

- Created a stock trading simulation website
- The website allowed users to buy and sell stocks with simulated money
- Used Alpaca API for stock information and MongoDB for the database
- Created an account settings page for users to modify account data

Obstacle Course Simulator, Owner/Developer

- Created an obstacle course game with 300,000 visits
- Developed front end including a menu and assets in LUA
- Utilized server-side data stores to save players' positions in the obstacle course
- Utilized client-server architecture
- Integrated game with purchasing service menu for users to buy level skips.

Art Higher or Lower, Owner/Full Stack Developer

- Leveraged React, Node.js with Express, PostgreSQL, and bcrypt for a comprehensive game solution.
- Created an intuitive UI, offering real-time feedback based on user responses to artwork value comparisons.
- Optimized database interactions with efficient SQL queries, promoting swift server responses and a seamless user experience.