

# Ryan Abdi

✉ Ryanabdi32@gmail.com ☎ (647) 894-6225 in Ryan-Abdi 🔄 RyanAbdi 📄 Website

## Education

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### Bachelor of Science - Computer Science,

09/2021 – present

Toronto Metropolitan University (formerly Ryerson University)

GPA: 3.98 (Dean's list)

## Skills

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### Programming Skills

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

### Software Proficiencies

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

### Libraries/Frameworks

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

## Professional Experience

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### Code Ninjas

- Taught programming logic through game development, modding, and scripting using Lua, Javascript, and Scratch.
- Utilized Roblox Studio to guide students in developing Lua scripts to modify game object properties.
- Introduced computer science fundamentals and facilitated game development projects using Scratch.
- Instructed game development using Code Ninjas' Game Development Platform with a focus on Javascript.
- Created and customized Minecraft modifications using Mcreator.
- Managed and optimized Minecraft servers for efficient camp operations, including RAM usage modifications and plugin implementation.

09/2020 - 07/2022

## Projects

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### 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
- Worked on authentication for emails and passwords
- 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, 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.
- Developed a secure user registration and login system with bcrypt for password encryption.
- Ensured adaptive UI across devices, emphasizing a dynamically adjusting leaderboard.
- Optimized database interactions with efficient SQL queries, promoting swift server responses and a seamless user experience.