Ryan Croucher

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I am a determined student with a genuine passion for programming and problem solving currently seeking a software development role. I intend to bring my drive, commitment, and aptitude for learning, to quickly become a valuable asset to the team.

EDUCATION

BS Computer Science

University of Canterbury, Christchurch NZ
Graduating June 2023
With a focus on courses related to:

- Data Structures and Algorithms.
- Software Engineering.
- Computer Networks and Operating Systems.

Cumulative GPA: 9.0/9.0

SKILLS

Languages
Proficient: Python • C • SQL
Familiar: C++ • Java • C#

Technologies and tools
Git • Google Cloud Platform • Terraform • CI/CD
BigQuery • Linux • Jira • Unity Game Engine

CLUBS

Programming Challenge Workshop

- A competitive programming club that attends algorithmic programming contests.
- Competed in several ANZAC contests (Australasian practice competitions for ICPC) in a team of three.

REFERENCES

Jack Skerman, Product Owner at FNZ

jack.skerman@fnz.co.nz
+64 7 971 8299

Kourosh Neshatian (PhD), Senior Lecturer at University of Canterbury

kourosh.neshatian@canterbury.ac.nz
+64 3 369 2455

PROFESSIONAL EXPERIENCE

Intern Developer at FNZ

Summer 2021 - 2022, ongoing part time | Wellington, NZ

- Wrote dozens of daily executed BigQuery data transformation scripts.
- Calculated historical volatility for hundreds of thousands of portfolios, in a weekly automated process.
- Migrated over one hundred manually provisioned GCP resources to be managed by Terraform, improving maintainability and auditability.

Lab tutor for Computer Science department

2022 | University of Canterbury

- Helped to guide more than 1000 students through the Introduction to Programming and Introduction to Computer Science courses.
- Provided feedback on learning modules to professors to ensure comprehensibility to students.
- Tutored students privately in Data Structures and Algorithms.

Harvey Norman Salesperson (Computer Sales)

2016 - 2020 | Christchurch, NZ

- Worked in a tight-knit team to achieve KPIs.
- Provided a supplementary role as a hardware/software technician.

PROJECTS

Personal Discord Bot | Github

2020

- Built a personal discord bot written in Python 3 and automatically/continuously deployed on Heroku.
- Dice rolling and web-scraping, useful for tabletop gaming.
- Store and retrieve text, simulate quotes using Markov Chains.

Hole in the Wall | Github

2021

- Interactive game constructed with C on the UC Fun Kit v4 (Atmega32 microcontroller) in a pair project.
- Low level programming with highly constrained resources (8 bit RISC, 32KB memory).

Sailors of the Saltforge | Github

2021

- Computer game software project written in Java.
- Engineered in a team of two, the code base is fully documented with Javadoc and tested with JUnit.
- Built to requirements over a strict timeline of two months.