

Ryan C. Fleck

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EDUCATION	<i>Bachelor of Applied Science Computer Engineering</i> University of Ottawa, Canada. Graduating April 2021
EXPERIENCE	<div><div><i>.NET Developer at MNP LLP</i><div>Dec 2018 - Jan 2018</div></div><div>Software Development position. Self-driven CO-OP. Some information under NDA.<ul style="list-style-type: none">• <i>Quality Assurance</i> - Developed and applied the QA protocol for a 5mo project.• <i>Technical Writing</i> - Responsible for writing client-ready documentation.• <i>Web Development</i> - Learned HTML/CSS/JS while assisting with frontend.</div><div><div><i>Xalgorithms Contributor</i><div>May 2018 - Present</div></div><div>Assisted with the development of the Xalgo language.<ul style="list-style-type: none">• <i>Guinea Pig</i> - Bugtested the Xalgorithm language prototypes.</div></div></div>
COMPUTER SKILLS	<div><div><i>Programming Languages</i> - Java, C, Python 2.7/3, Shell Scripting, MATLAB, C++(Arduino).</div><div><i>Formatting Languages</i> - HTML, CSS, LaTeX, Markdown.</div><div><i>Operating Systems</i> - GNU/Linux, FreeBSD, MS Windows.</div><div><i>GNU/Linux Distributions</i> - RHEL, Debian and SUSE Linux products, and their respective downstream distributions, for desktop and small-server use.</div><div><i>Version Control</i> - Uses GIT for personal file organization and school projects.</div><div><i>Networking</i> - Personal user of ssh, ftp and associated security protocols.</div><div><i>Linux SysAdmin</i> - Runs a Debian server for personal/friend use.</div></div>
WORKPLACE SKILLS	<div><div><i>Documentation</i> - Proficient with the Microsoft Office Suite, Libreoffice and Latex.</div><div><i>Customer Service Experience</i> - Has worked in restaurants, coffee shops and retail.</div><div><i>Teamwork</i> - Has worked in teams on various job sites, excellent delegation skills.</div><div><i>Quality of Writing</i> - Appreciates brevity, can communicate ideas effectively over email.</div><div><i>Honest</i> - Appreciates critical feedback and peer review, won't blame or hide mistakes.</div><div><i>Helpful</i> - Will go out of his way to help peers with complex or poorly defined material.</div></div>
PERSONAL PROJECTS	<div><div><i>Server</i> - Maintains a Debian server for Mumble, a personal cloud, remote computing.</div><div><i>Blog</i> - Built a site using Ruby and the Jekyll static site generator. Project blog.</div><div><i>BCOM</i> - Top-down turn-based strategy game implemented in Java based LibGDX.</div><div><i>GameMaker Engine</i> - Has made a handful of 1-4 player, 2-D physics games.</div><div><i>Art, Sound, Animation</i> - Creates assets for games using Krita, Gimp, Audacity, etc.</div><div><i>Hack-a-thon</i> - Participant in Pebble Smartwatch Hack-a-thon. Implemented in C.</div></div>
SPECIFIC LANGUAGE EXPERIENCE	<div><div><i>Shell Scripting</i> - Uses shell scripts to initialize and automate Linux installations.</div><div><i>Java</i> - All school projects are completed in Java. Also used for many personal projects.</div><div><i>Python</i> - First programming language. Heavily utilized in personal sysadmin.</div><div><i>Haskell</i> - Tinkered with while taking a statistics course, along with R and cLISP.</div><div><i>C</i> - Used to build a Pebble Watch-face and a number of small, simple programs.</div><div><i>MATLAB</i> - Used during 'Signals and Systems,' signal processing class ELG3125.</div><div><i>LaTeX</i> - Used for assignments, labs and reports. Personal favorite for formatting.</div><div><i>Miscellaneous Scripting Languages</i> - Give me a cheat sheet and a weekend.</div><div><i>In My Queue</i> - LISPs, Erlang, Rust, Hadoop, functional programming in general.</div></div>