Ryan C. Fleck

ryan.fleck@protonmail.com · 1 (613) 501-4043 · ryanfleck.github.io

EDUCATION

Bachelor of Applied Science Computer Engineering
University of Ottawa, Canada. Graduating April 2021

EXPERIENCE

.NET Developer at MNP LLP   Dec 2018 - Jan 2018
Software Development position. Self-driven CO-OP. Some information under NDA.
- *Quality Assurance* - Developed and applied the QA protocol for a 5mo project.
- *Technical Writing* - Responsible for writing client-ready documentation.
- *Web Development* - Learned HTML/CSS/JS while assisting with frontend.

Xalgorithms Contributor   May 2018 - Present
Assisted with the development of the Xalgo language.
- *Guinea Pig* - Bugtested the Xalgorithm language prototypes.

COMPUTER SKILLS

Programming Languages - Java, C, Python 2.7/3, Shell Scripting, MATLAB, C++(Arduino).
Formatting Languages - HTML, CSS, LaTeX, Markdown.
Operating Systems - GNU/Linux, FreeBSD, MS Windows.
GNU/Linux Distributions - RHEL, Debian and SUSE Linux products, and their respective downstream distributions, for desktop and small-server use.
Version Control - Uses GIT for personal file organization and school projects.
Networking - Personal user of ssh, ftp and associated security protocols.
Linux SysAdmin - Runs a Debian server for personal/friend use.

WORKPLACE SKILLS

Documentation - Proficient with the Microsoft Office Suite, Libreoffice and Latex.
Customer Service Experience - Has worked in restaurants, coffee shops and retail.
Teamwork - Has worked in teams on various job sites, excellent delegation skills.
Quality of Writing - Appreciates brevity, can communicate ideas effectively over email.
Honest - Appreciates critical feedback and peer review, won't blame or hide mistakes.
Helpful - Will go out of his way to help peers with complex or poorly defined material.

PERSONAL PROJECTS

Server - Maintains a Debian server for Mumble, a personal cloud, remote computing.
Blog - Built a site using Ruby and the Jekyll static site generator. Project blog.
BCOM - Top-down turn-based strategy game implemented in Java based LibGDX.
GameMaker Engine - Has made a handful of 1-4 player, 2-D physics games.
Art, Sound, Animation - Creates assets for games using Krita, Gimp, Audacity, etc.
Hack-a-thon - Participant in Pebble Smartwatch Hack-a-thon. Implemented in C.

LANGUAGE EXPERIENCE

C# - Implemented features and services while at MNP for a Sitecore CMS.
Java - All school projects are completed in Java. Also used for many personal projects.
Python - Personal tinkering language. Used at MNP to run unit tests with Selenium.
JavaScript - Used during 'Signals and Systems,' signal processing class ELG3125.
C - Used to build a Pebble Watch-face and a number of small, simple programs.
MATLAB - Used during 'Signals and Systems,' signal processing class ELG3125.
LaTeX - Format assignments, labs and reports. Personal favorite for documentation..
In My Queue - LISPs, Erlang, Rust, Hadoop, functional programming in general.