

# Ryan Frazin

Cal Poly Pomona | Computer Science Major | Gaming and Applications Development  
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## Education

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**Cal Poly Pomona** August 2025 - June 2027  
*B.S. Computer Science*

**Citrus College** May 2023 - June 2025  
**3.55 GPA**  
**A.S.T. Computer Science**  
**Certificate of Completion: Gaming and Applications Development**

## Projects

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### Portfolio Website

<https://portfolio-nsv2.onrender.com/>

- Developed a responsive portfolio website using Node.js and EJS to render server-side HTML and CSS with embedded JavaScript logic.

### Blog Project

<https://github.com/RyanFrazin/Blog-Project>

- Developed a conceptual blog-based website using Node.JS and EJS.
- Created the ability for users to add, edit, and delete blog posts using local repositories.

### Space Asteroid Shooter Game

<https://www.youtube.com/watch?v=b1XvPeoIx0g>

- Utilized the Unity Game Engine to develop an engaging, 2D Asteroids-inspired shooter.
- Developed using C# and Object-Oriented logic.
- Designed a responsive UI with real-time scoring.

### Crossy Road Clone

<https://www.youtube.com/watch?v=aWSvzLBmxa8>

- Developed a 3D arcade-style video game inspired by *Crossy Road* featuring player-controlled movement in Unity.
- Applied an Object Oriented approach to generate terrain based on player movement.

## Skills

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**Programming Languages:** C++, C#, Python, JavaScript.

**Tools:** Unity Game Development, Git/Github, Node.JS, Unix Systems.

**Skills:** Object Oriented approach, Data Structures, Computer Architecture, UNIX cli, Game Design, Web Design, etc.

## Work Experience

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**FedEx Ground (Arcadia, CA) - Package Handler** April 2020 - December 2024

- Experience working in a fast paced environment.
- Several warehouse responsibilities including supporting the quality assurance team with **customer service** duties.