

# 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.