Ryan Harang

(425) 229-8206 | harangryan@gmail.com | https://www.linkedin.com/in/ryan-harang | https://ryanharang.github.io/

Technical Skills

Languages: Java, Python, JavaScript, TypeScript, C, C#, SQL, HTML, CSS, LaTeX, Assembly
Frameworks: React, Vue, Electron, Redux, Tailwind, Spring Boot, Hibernate, Node.js, Express, Django
Testing & DevOps: JUnit, Mockito, Cypress, Gradle, AWS
Tools: Git, Figma, VS Code, Vite, Postman, Unity
Databases: MongoDB, SQLite, Firebase, S3 Buckets

Experience

Full Stack Software Engineer Intern June 2024 – August 2024
Applied Medical *Rancho Santa Margarita, CA*

- Built API endpoints using Java Spring Boot and controller-service-repository pattern.
- Implemented cookie consent manager for simsei.com to improve analytics using Nuxt3, Vue3 and composables.
- Engineered a reusable and scalable carousel component, streamlining future integration and expansion.
- Implemented a user profile editing form utilizing state management library VueX.
- Conducted code reviews and actively participated in agile feature planning with project managers.
- Collaborated closely with UI/UX team to align development with Figma guidelines and ensure seamless designs.
- Created an endpoint for contact form submissions to handle and save data in an SQL database.
- Expanded Azure microservice to integrate backend API for contact form storage.
- Produced unit and integration tests with Mockito and JUnit. Validated workflows with Cypress end-to-end tests.

CS Teaching Assistant Sep. 2023 – Present
Western Washington University *Bellingham, WA*

- Independently led lab sessions, teaching HTML, CSS and javascript, as well as grading submissions.

CS Research Assistant April 2023 – June 2024
Western Washington University *Bellingham, WA*

- Spearheaded the transfer of site content to React and improved user experience for the Index In-Bounds Lab.

Technical Internship June 2023 – July 2023
The Ladder *Redruth, UK*

- Led a collaborative effort with a non-profit, The Ladder to develop an interactive audio system run through Alexa. Used Firebase to store a graph structure that determined the flow of audio based on user utterances.

Education

Western Washington University Sep. 2021 – June 2025
3.75 Cumulative GPA — BS in Computer Science *Bellingham, WA*

Projects

GitHub Profile

Data-1 | *MongoDB, Express, React, Node.js, Vite, Tailwind, Redux, JWT, jest, AWS* Feb. 2025 – Mar. 2025

- Constructed a full-stack site that aggregates and presents historic Formula 1 data and hosted it with AWS.
- Users can compare driver, team and race data dynamically using customizable modals with data visualizations.
- Designed a favorites system for users and implemented Redux with JSON web tokens for user authentication.

Process Scheduling Simulation | *C, Python, Operating Systems* April 2024 – May 2024

- Simulation in C that parses a text file and schedules processes with preemptive and non-preemptive modes.
- Utilized linked lists and priority queues for a multilevel environment with scheduling, executing, and promoting.
- Python and shell scripts generate processes and run tests with various parameters.

Game-Rating-Site | *MongoDB, Express, React, Node.js, Vite, CSS, Render, AWS* Dec. 2023 – Jan. 2024

- Developed a full-stack site utilizing MERN stack that allows users to add games to the site and rate the games.
- Implemented S3 bucket to store images and MongoDB to store user, game, and rating data. Established backend routes using Node.js and Express, and deployed with Render.

Deadwood | *Java, JavaFX, XML, Git* April 2023 – June 2023

- Collaboratively implemented the game Deadwood in Java, initially as a TUI and later as a GUI with JavaFX.
- Applied object-oriented principles including SOLID, and utilized design patterns such as builder and singleton.