Ryan Harang

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EDUCATION

Western Washington University   Sep. 2021 – Present
3.74 Cumulative GPA — Majoring in Computer Science   *Bellingham, WA*

EXPERIENCE

Teaching Assistant   September 2023 – Present
Western Washington University   *Bellingham, WA*
- Guiding students to a more comprehensive knowledge of course content as well as grading assignments.

Research Assistant   April 2023 – Present
Western Washington University   *Bellingham, WA*
- Spearheaded the transfer of site content to React and improved user experience for the <u>Index In-Bounds Lab</u>.
- Now working on curating the back-end with a database system to publish lab work, using Express and Node.js.

Internship   June 2023 – July 2023
The Ladder   *Redruth, UK*
- While residing in Redruth, I played a key role in leading a collaborative effort with <u>The Ladder</u>. Together, we developed an interactive audio system that ran through Alexa.

Personal Care Assistant   Sep. 2022 – April 2023
Consumer Direct Care WA   *Bellingham, WA*
- Facilitated and supported daily activities for a client with cerebral palsy, including cooking, cleaning, and exercise.

Squad Member   June - Sep. 2021 & 2022
MOD Pizza   *Issaquah & Bellevue, WA*
- Provided direct customer support for up to 40 hours per week, ensuring high standards and quality service.

PROJECTS

Game-Rating-Site | *MongoDB, Express, React, Node.js, Vite, CSS, Render, AWS*   Dec. 2023 – Jan. 2024
- Developed a site utilizing MERN stack that allows users to add games to the site and add ratings to the games.
- Implemented S3 bucket to store images and MongoDB to store user, game, and rating data collections. Established backend using Node.js and Express, and have now deployed the site using Render.

Weather-App | *React, Vite, CSS, Python, Google Firebase, OpenWeatherMap API*   Aug. 2023 – Sep. 2023
- Engineered a dynamic web application presenting regional weather data, integrating API usage, data parsing, and React. Successfully deployed the application through Firebase.
- Optimized performance by constructing city database using Python, extracting data from GeoNames, and implementing population-based filtering.

Pente | *Java, React, Vite, CSS, Google Firebase*   June 2023 – July 2023
- Implemented the board game Pente as a text-user-interface in Java, later enhancing it with a graphical-user-interface using React. Hosted the game on Firebase.
- Employed conditional rendering, props, useState, and useEffect. Implemented features such as restart and undo buttons to provide users with control over game state.

Deadwood | *Java, JavaFX, XML, Git*   April 2023 – June 2023
- Collaborated on implementation of the board game Deadwood in Java, initially as a text-user-interface and later enhancing it to a graphical-user-interface with JavaFX.
- Applied object-oriented principles, including SOLID, and utilized design patterns such as builder and singleton

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, JavaFX, SQL, HTML/CSS, LaTeX, Assembly, Racket, XML, C, R

Frameworks: React, Node.js, Express, Bootstrap, Tailwind CSS

Tools: Git, MongoDB, Google Firebase, VS Code, Vite, Axios, AWS, Postman, Linux, WSL