

# Ryan Harang

425-229-8206 | [Contact](#) | [Linkedin](#) | [Github](#) | [Portfolio](#)

## EDUCATION

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### Western Washington University

3.74 Cumulative GPA — Majoring in Computer Science

Sep. 2021 – June 2025

Bellingham, WA

## EXPERIENCE

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### CS Teaching Assistant

Western Washington University

Sep. 2023 – Present

Bellingham, WA

- Guiding students to a more comprehensive knowledge of course content as well as grading assignments.

### CS Research Assistant

Western Washington University

April 2023 – Present

Bellingham, WA

- Spearheaded the transfer of site content to React and improved user experience for the [Index In-Bounds Lab](#).
- Now working on curating the back-end with a database system to publish lab work, using Express and Node.js.

### Internship

The Ladder

June 2023 – July 2023

Redruth, UK

- While residing in Redruth, I played a key role in leading a collaborative effort with a non-profit, [The Ladder](#). Together, we developed an interactive audio system that runs through Alexa.

### Personal Care Assistant

Consumer Direct Care WA

Sep. 2022 – April 2023

Bellingham, WA

- Facilitated and supported daily activities for a client with cerebral palsy, including cooking, cleaning, and exercise.

### Squad Member

MOD Pizza

June - Sep. 2021 & 2022

Issaquah & Bellevue, WA

- Provided direct customer support for up to 40 hours per week, ensuring high standards and quality service.

## PROJECTS

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### 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

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**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