

# 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 – Present

Bellingham, WA

## EXPERIENCE

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### Teaching Assistant

Western Washington University

September 2023 – Present

Bellingham, WA

- I assist students with course work and grade assignments for a lower level Computer Science class.

### Research Assistant

Western Washington University

April 2023 – Present

Bellingham, WA

- Working with the [Index In-Bounds Lab](#) at Western, where I have been involved in transferring site content to React on the front-end.

### Internship

The Ladder

June 2023 – July 2023

Redruth, UK

- For two months I resided in Redruth and collaborated with [The Ladder](#), a non-profit based in Cornwall.
- We worked together to create an interactive audio system that runs through Alexa.

### Personal Care Assistant

Consumer Direct Care WA

Sep. 2022 – April 2023

Bellingham, WA

- Assisted someone with cerebral palsy in completing chores and tasks, including cooking, cleaning, and exercise.

### Squad Member

MOD Pizza

June 2021 - Sep. 2021 & June 2022 - Sep. 2022

Issaquah & Bellevue, WA

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

## PROJECTS

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### Weather-App | [React](#), [CSS](#), [Python](#), [Firebase](#), [OpenWeatherMap API](#)

Aug. 2023 – Sep. 2023

- Developed a web application utilizing OpenWeatherMap API to dynamically present regional weather data.
- Constructed an extensive city database by extracting data from GeoNames, implementing population-based filtering with Python for improved loading speed. Additionally, I employed virtualization techniques for further performance enhancement.
- Seamlessly integrated API usage, data parsing, and React to create the web application, subsequently deploying it on Firebase here.

### Pente | [Java](#), [React](#), [CSS](#), [Firebase](#)

June 2023 – July 2023

- Implemented the board game Pente in two stages: first as a text-user-interface in Java, and then as a graphical-user-interface using React. I then utilized Firebase to host the game here.
- Using conditional rendering, props, useState and useEffect, I created a fast and functional game with restart and undo buttons that allow users to modify or revert the game state easily.

### Deadwood | [Java](#), [JavaFX](#), [XML](#), [Git](#)

April 2023 – June 2023

- Collaborating with a partner, I implemented the board game Deadwood in Java, initially creating a text-user-interface and later enhancing it with a graphical-user-interface utilizing JavaFX.
- Applied object-oriented principles such as SOLID, and employed design patterns including builder and singleton to create a clean and efficient structure.

### Racket Parser and Evaluator | [Racket](#)

Oct. 2022 – Dec. 2022

- Developed a Parser and Evaluator in Racket that work in tandem. The parser first processes strings using an LL1 grammar, breaking them down into a form that aligns with the procedure-first style used by Racket for evaluation. Subsequently, the evaluator takes over, handling the processed data and determining the final result.

## TECHNICAL SKILLS

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

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

**Developer Tools:** Git, Google Firebase, VS Code, Visual Studio, jGrasp, Linux, WSL, MongoDB, EMACS