

Ryan Harang

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TECHNICAL SKILLS

Languages: Java, Python, JavaScript, C, SQL, HTML, CSS, LaTeX, Assembly

Frameworks: Vue, React, Java Spring Boot, Hibernate, Node.js, Express, Django, Mockito, Cypress, JUnit, Tailwind

Tools: Git, MongoDB, Firebase, VS Code, Vite, Axios, AWS, Postman, Figma, Gradle

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

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

CS Research Assistant

April 2023 – Present

Western Washington University

Bellingham, WA

- Spearheaded the transfer of site content to React and improved user experience for the [Index In-Bounds Lab](#).

Tech Internship

June 2023 – July 2023

The Ladder

Redruth, UK

- 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.

EDUCATION

Western Washington University

Sep. 2021 – June 2025

3.75 Cumulative GPA — BS in Computer Science

Bellingham, WA

PROJECTS

Process Scheduling Simulation | C, Python

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 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. Established backend using Node.js and Express, and deployed with 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 filtering cities by population using Python after extracting data from GeoNames.

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.