Ryan Harang

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TECHNICAL SKILLS

Languages: Java, Python, JavaScript, C, 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, Unity

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 – 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*
- Led a collaborative effort with a non-profit, The Ladder to develop an interactive audio system ran 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.