

# Ryan Harang

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## TECHNICAL SKILLS

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**Languages:** Java, Python, JavaScript, C, C#, SQL, HTML, CSS, LaTeX, Assembly  
**Frameworks:** React, Vue, Redux, Tailwind, Spring Boot, Hibernate, Node.js, Express, Django  
**Testing & DevOps:** JUnit, Mockito, Cypress, Gradle, AWS  
**Tools:** Git, Figma, VS Code, Vite, Postman, Unity  
**Databases:** MongoDB, SQLite, Firebase, S3 Buckets

## EXPERIENCE

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**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](https://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 – June 2024  
*Western Washington University* Bellingham, WA

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

**Technical 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 run through Alexa. Used Firebase to store a graph structure that determined the flow of audio based on user utterances.

## EDUCATION

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**Western Washington University** Sep. 2021 – June 2025  
*3.75 Cumulative GPA — BS in Computer Science* Bellingham, WA

## PROJECTS

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### [GitHub Profile](#)

**[Data-1](#)** | *MongoDB, Express, React, Node.js, Vite, Tailwind, Redux, JWT, jest, AWS* Feb. 2025 – Mar. 2025

- Constructed a full-stack site that aggregates and presents historic Formula 1 data and hosted it with AWS.
- Users can compare driver, team and race data dynamically using customizable modals with data visualizations.
- Designed a favorites system for users and implemented Redux with JSON web tokens for user authentication.

**[Process Scheduling Simulation](#)** | *C, Python, Operating Systems* 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 full-stack site utilizing MERN stack that allows users to add games to the site and rate the games.
- Implemented S3 bucket to store images and MongoDB to store user, game, and rating data. Established backend routes using Node.js and Express, and deployed with Render.

**[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.