

Ryan Harang

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EDUCATION

Western Washington University

3.74 Cumulative GPA — Majoring in Computer Science

Sep. 2021 – Present

Bellingham, WA

EXPERIENCE

Teaching Assistant

Western Washington University

September 2023 – Present

Bellingham, WA

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

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 [The Ladder](#). Together, we developed an interactive audio system that ran 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

Game-Rating-Site | MongoDB, Express, React, Node.js, Vite, CSS, Render, AWS

Dec. 2023 – Jan. 2024

- Developed a site utilizing the MERN stack that allows users to add games to the site and 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.

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

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