# RYAN HOLMES

**Software Developer/Student**

❖ **(1)519-902-0012**
❖ **rholme3@uwo.ca**
❖ **github.com/RyanHolmes**
❖ **47 Greenbrier Cres.- London, ON**

University of Western Ontario – 3rd Year Software Engineer

## LANGUAGES AND SKILLS

**Languages**
**(In order based on knowledge)**

- ❖ Java
- ❖ JavaScript
- ❖ C#
- ❖ C++
- ❖ HTML5/CSS
- ❖ SQL
- ❖ Python
- ❖ Jade
- ❖ XML/XPath/XSLT

**Skills/Experiences**

- ❖ Worked in a SCRUM environment
- ❖ 2D/3D game creation in Unity3D Game Engine
- ❖ 3D modeling in Blender
- ❖ XML parsing/manipulation/displaying
- ❖ .Net framework
- ❖ Learning Japanese and sign language
- ❖ MongoDB experience
- ❖ Briefly worked in Linux environment
- ❖ 2D animation in Adobe Flash

- ❖ Node.js, Express, AJAX and JQuery
- ❖ Socket/network programming
- ❖ Java NetBeans experience
- ❖ Multiple applications for Blackberry
- ❖ GitHub proficiency
- ❖ Can read, write, and implement UML
- ❖ Twitter Bootstrap
- ❖ Pebble.js
- ❖ Attended many hackathons

## RECENT PROJECTS

**Movie List Web App**

- ❖ RESTful, single page web application that used Express as the framework, a Node.js server, and written in Jade (rather than HTML), CSS, and JavaScript along with AJAX and JQuery. Notable features include: a login system, made calls to the imdb api and hosted on Heroku.

**Flappy Bird 3D/2D**

- ❖ A copy of the popular mobile game with a first person twist. Made in Unity 3D, scripted in C#, models made in Blender and 2D art made in Adobe Flash CS5.

**University Social Science Election Site**

- ❖ I was asked to design a website for an upcoming student council election. It includes embedded video, profiles for the slate, downloadables, and integration with social media. Bootstrap made it pretty, HTML, JavaScript, JQuery, MongoDB and Node.js made it functional.

**Skip for Pebble**

- ❖ Skip is a website for defining custom motions for the Pebble. Using the Pebble's built-in accelerometer to graph points and determined whether an action happened. Built using Node.js and Pebble.js.

**Pokedex**

- ❖ A mobile application built in QNX Momentics, tested on a VMware simulator and written in C++ and QML. The app parsed massive amounts of data and displayed them in an organized fashion on a clean GUI. It also translated into 9 languages and had various sorting options for users.

## AWARDS

**Western Engineering Challenge**

- ❖ My team and I were given a programming design problem and asked to solve it efficiently and display the result on a webpage. For our category we came in first place and moved on to OEC. (Ontario Engineering Competition)

## REFERENCES

**\*Available upon request**