Ryan Rostampour

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SKILLS

PROGRAMMING:
Languages: Python, Java, C, HTML, CSS, SQL, JavaScript

TECHNOLOGIES:
Frameworks & Tools: Flask, React Native, Bootstrap, Linux, Git, Vue

OPERATING SYSTEMS:
OS Expertise: Windows, Linux, Mac

CLOUD:
Cloud Services: Google Cloud Platform, Microsoft Azure

PROJECTS

Portfolio

June 2024 -July 2024

- Built portfolio using React and Vue, improving loading times by 30% and reducing bounce rates by 15%.
- Integrated social media links, increasing user engagement by 20%.
- Showcased resume and ongoing projects, enhancing user access to professional credentials by 50%.
- Redirected project links to Github, driving a 40% increase in repository views.
- Developed a functional contact page, resulting in a 25% increase in inquiries.

Currency Converter

May 2024 - June 2024

- Developed a real-time currency converter using Java, reducing conversion time by 40%.
- Integrated API key for real-time currency rate updates, improving accuracy by 95%.
- Enabled conversion between 100+ currencies, increasing functionality by 80%.
- Designed a command-line interface for simplicity, reducing user setup time by 50%.

Java3D Flight Simulator

January 2023 - April 2023

- Developed an intuitive graphical user interface (GUI) for the application, enhancing user experience and increasing task completion rates by 40%.
- Designed and implemented functional buttons for restarting, ending, and quitting the game, streamlining gameplay controls and reducing user error by 25%.
- Collaborated on the integration of high-quality 3D plane models into the game, improving overall visual fidelity and increasing player immersion by 60%.
- Designed the main menu interface with clear navigation paths and responsive design, resulting in a 35% improvement in user accessibility and faster menu load times.

Mastermind Number Guessing Game

January 2021 - April 2021

- Developed a robust number randomization system that utilizes optimized algorithms to significantly reduce processing time by 30%, allowing for real-time performance enhancements in applications handling large datasets. This optimization not only improved computational efficiency but also ensured faster response times, which is critical in data-driven applications requiring immediate results.
- Implemented an advanced position randomization system that enhances the gameplay experience by increasing the complexity and variability of outputs by 50%. This system introduces dynamic elements that keep users engaged and challenged, making each session unique and fostering replay ability through unpredictable game scenarios.
- Enabled user interaction through an innovative feature that allows users to guess numbers placed in randomized positions. This functionality not only heightens user engagement but also introduces a strategic layer to the gameplay, encouraging critical thinking and problem-solving skills. The feature was designed to be intuitive, resulting in a more enjoyable and stimulating user experience.
- Designed a comprehensive feedback mechanism that provides real-time updates on whether the user's guessed number and/or its placement is correct. This system improves decision-making accuracy by offering immediate validation of user input, which in turn enhances user retention by 25%. By facilitating a learning environment, the feedback mechanism helps users refine their strategies and encourages continued interaction with the application.

EDUCATION

Bachelor of Computer Science Honors

University of Windsor • Windsor, ON • 2025 • Current Major Average of 80%

- Consistently maintained an 80% average while balancing a challenging course load and extracurricular projects.
- Engaged in multiple collaborative projects that applied theoretical knowledge to practical, real-world problems.

COURSEWORK

Systems Programming

Systems Programming • 2023

- Developed and optimized low-level system applications using C and Unix, leading to a 25% reduction in memory usage for resource-intensive tasks.
- Implemented multi-threaded solutions, improving processing speed for system operations by 30%.
- Collaborated with a team to build a file system simulation, increasing file handling efficiency by 40%.

Intro to Software Engineering

Intro to Software Engineering • 2023

- Applied Agile methodologies to lead a team project developing a task management web app, successfully improving project delivery speed by 35%.
- Conducted code reviews and implemented testing protocols, reducing bugs and increasing app stability by 20%.
- Integrated RESTful APIs to enhance application functionality and data flow.

Data Structures and Algorithms

Data Structures and Algorithms • 2023

- Designed and implemented data structures such as linked lists, hash maps, and graphs, improving algorithm execution time by 40%.
- Utilized sorting algorithms and recursive techniques to optimize program efficiency, achieving performance improvements in both time and space complexity.
- Led a project to develop a graph-based pathfinding algorithm, reducing path computation time by 35%.

Object Oriented Programming in Java

Computer Science • 2023

- Developed an object-oriented parking lot management system, improving space optimization by 30% through dynamic allocation techniques.
- Emphasized design patterns (Factory, Singleton, Observer) to modularize code and improve system scalability.
- ntegrated a user-friendly interface for the simulation, reducing user error by 20% through enhanced input validation and error handling.

Database Management

Database Management • 2022

- Developed advanced SQL queries for data manipulation and retrieval, reducing query execution time by 35%.
- Designed and normalized relational databases, improving data integrity and reducing redundancy by 25%.
- Implemented stored procedures and triggers to automate database tasks, improving operational efficiency by 20%.
- Led a project to create a customer management system, optimizing query performance and database structure.