Rylan Loukusa

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EDUCATION

St. Cloud State University   **Expected May 2025**
BSc Software Engineering   *St.Cloud, MN*
- Working 10-20 hours per week while attending school full time.
- Brain Computer Interface (BCI) – Tensor Flow, Pandas, PySpark, Linux, Python.
- Software Construction - System Design Principles, Object-Oriented Programming.
- Software Design – Model-View-Controller (MVC), Factory Pattern, Builder Pattern, Singleton Pattern, Iterator Pattern, UML Diagrams.
- Data Structures and Algorithms – Recursion, Recurrence, Trees, Graphs, Searching and Sorting.

EXPERIENCE

Software Engineering Intern   **May 2024**
Zurich North America   *Anoka, MN*
- Starting internship at Zurich North America in May.

Quality Assurance/Software Engineering Intern   **May 2022 – Present**
Immersion Data Solutions   *Rockford, MN*
- Conducted comprehensive quality assurance testing across front-end, back-end, and mobile platforms, including both iOS and Android for over 400 stories and bugs.
- Implemented front-end stories utilizing JSX, TSX and React to improve user interaction.
- Engaged as a perceptive software engineering intern, absorbing the workflow of a high-performing development team through keen observation.

Software Engineering Intern   **Sep. 2023 – Jan. 2024**
St. Cloud State University   *St.Cloud, MN*
- Developed an interactive AI chat experience for students using Convai, C#, and the Unity game engine, enhancing engagement and providing a dynamic learning environment.
- Collaborated in the development of an immersive VR learning experience, utilizing interactive VR gameplay to educate children on the fundamentals of computer operations and enhance their understanding of technology.

PROJECTS

Raster Overlay Editor | *Python, Flask*
- Developed a full-stack application with Flask that trims a PDF file and returns a PNG file.
- Added a manual selection option allowing users to select what parts of the file are saved.
- Added an automated option, where a directory of files can be converted.

Event Planner | *React.JS, CSS, C#*
- Developed an application enabling users to fully customize and reserve events at St. Michael Cinema.
- Implemented features for the cinema management to view and modify all event bookings efficiently.

Interactive Learning Experience | *Unity, C#*
- A game experience thatt serves as an engaging tool for teaching fundamental coding concepts in an interactive game-based learning environment.

TECHNICAL SKILLS

Languages: C++, JavaScript (JS), TypeScript (TS), React, SQL, C#, Python, HTML, CSS.
Developer Tools: Git, MacOS, Ubuntu Linux, Visual Studio Code, XCode.
Knowledge: Agile Methodologies, Software Development Life Cycle (SDLC), Data Structures/Algorithms.