

# Ryon Sajnovsky

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## EDUCATION

### Northeastern University

Boston, MA

Master of Computer Science, GPA: 3.97 / 4.0

Sep. 2022 – Aug. 2024

Relevant Courses: Web App Development, Databases, Computer Systems, Algorithms, Computer Graphics

### California Western School of Law

San Diego, CA

J.D., Cum Laude, GPA: 3.41 / 4.0

Sep. 2019 – Dec. 2021

- Passed MA 2022 Bar Exam: 316 / 270

## TECHNICAL SKILLS

**Front-End:** HTML, CSS, EJS, Bootstrap, (Learning React)

**Back-End:** JavaScript, TypeScript, Node.js, Express.js, Passport.js, Mongoose, REST APIs, CRUD, SQL

**Databases:** MongoDB, PostgreSQL

**Programming Languages:** Python, C++, Java

**Tools:** Git, GitHub, Visual Studio Code, Postman | **Graphics:** OpenGL, SDL

## PROJECTS

### Job Tracker – Full-Stack Web Application | Personal Project

Apr. 2025 - Present

- Designed and built a **full-stack** job tracking app with **Node.js**, **Express.js**, **MongoDB**, and **Mongoose**.
- Implemented secure user authentication with **Passport.js** and session-based login flows.
- Created **RESTful** endpoints and **EJS**-rendered views for managing job applications, with persistent **backend** storage and robust **CRUD** functionality.

### Dog Review – Back-end Web Application | Northeastern University

Jul. 2023 – Aug. 2023

- Engineered a **RESTful API** using **Node.js**, **Express.js**, and **MongoDB** for scalable user-generated content.
- Designed MongoDB **DAOs** to enable dynamic filtering, pagination, and optimized data queries.
- Built backend logic to manage **JSON API** responses, ensuring real-time performance and reliability.

### Server-Based File Storage System | Northeastern University

Nov. 2023 – Dec. 2023

- Built a client-server file storage app using C and socket programming for two-way file transfers.
- Used **multithreading** to enable simultaneous uploads/downloads across multiple users with data integrity.

### Interactive Terrain Rendering | Northeastern University

Mar. 2024 – Apr. 2024

- Created a 3D terrain visualization system using **C++** and **OpenGL** with real-time heightmap rendering.
- Applied texture sampling and **GPU**-based shading techniques for landscape realism.

## EXPERIENCE

### Lecturer

Boston, MA

Northeastern University

Nov. 2024 – May 2025

- Designed and delivered technical content for a course on building game engines in C++.
- Led curriculum design, lectures, and evaluations while mentoring two teaching assistants.

### Lead Graduate Teaching Assistant

Boston, MA

Northeastern University

May 2023 – Aug. 2024

- Mentored 50+ students in Data Structures, Object Oriented Programming, and CS Foundations.
- Graded assignments and held weekly office hours focused on debugging and coding fluency.