

# Ryon Sajnovsky

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## EDUCATION

### Northeastern University

Master of Computer Science, GPA: 3.97 / 4.0

Boston, MA

Sep. 2022 – Aug. 2024

### California Western School of Law

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

San Diego, CA

Sep. 2019 – Dec. 2021

- Passed Massachusetts Bar Exam (2022): Scored 316 (Passing: 270)

## TECHNICAL SKILLS

**Front-End:** HTML, CSS, EJS, Bootstrap, Tailwind, React

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

**Databases:** MongoDB, PostgreSQL

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

**Tools:** Git, GitHub, Visual Studio Code, Postman

**Graphics:** OpenGL, SDL

## PROJECTS

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

Apr. 2025 - Present

- Developed a full-stack web app with user authentication, CRUD operations, and session handling.
- Integrated secure JWT authentication with rate limiting to protect endpoints.
- Deployed on Render with session storage in PostgreSQL and robust middleware.
- v1: JavaScript, Node.js, MongoDB** — MVP built and deployed on Render.
- v2: TypeScript, PostgreSQL, Prisma** — refactored for strong typing, relational data, and better scalability.
- v3: Jest, React** — refactored to be a complete **RESTful API** with **Jest** test coverage and **React** front-end.

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

Jul. 2023 – Aug. 2023

- Built a **RESTful API** using Node.js, Express.js, and MongoDB to support user-generated content.
- Designed DAOs for efficient data retrieval with pagination and filters.
- Managed JSON API responses, ensuring real-time performance and reliability.

### Interactive Terrain Renderer | Northeastern University

Mar. 2024 – Apr. 2024

- Created a 3D terrain visualization system using C++ and OpenGL with real-time heightmap rendering.
- Implemented texture sampling, GPU-based shading, and camera controls for landscape realism.

## EXPERIENCE

### Lecturer

Northeastern University

Boston, MA

Nov. 2024 – May 2025

- Delivered technical content to 37 students on game engine architecture using C++.
- Designed curriculum, lectures, and supervised two teaching assistants.

### Lead Graduate Teaching Assistant

Northeastern University

Boston, MA

May 2023 – Aug. 2024

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