Ryan Walters

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Summary

Full-Stack Software Engineer proficient in several programming languages & frameworks attending UTSA as a freshman

Education

June 2021 – May 2025 — The University of Texas at San Antonio — 3.2 GPA

Computer Programming II, *The Association of Computing Machinery* at UTSA,
Red Cross Adult First AID & CPR

Skills

- *Languages:* Python 3, Java, C, Kotlin, C#, Javascript (ES6), Typescript, Markdown, Elixir, Jinja2 & Liquid
- *Tools:* Git, GitHub Desktop, PyCharm, Webstorm, IntelliJ, Android Studio, VS Code, Adobe CC
- *Frontend*: HTML5, CSS3, Vue, Jekyll, Webpack, Sass, Bootstrap, AJAX, jQuery, Jinja, Tkinter, PyQt5, PixiJS
- *Backend*: Django, Flask, Express
- *Database*: SQLAlchemy, SQLite, Firestore, Algolia
- *Other:* GitHub, Unity, Cloud Functions, Android, Processing, Web Scraping (BS4 & Spyder)

Projects

- 2022 - Runnerspace – I developed a retro UTSA-themed social media website for RowdyHacks 2022 in less than 36 hours with just Flask, Sass and the SQLAlchemy ORM. I later improved it to have form validation, Heroku deployment, login/register, profile editing, online indicators, and profanity filters. I later posted about it on my personal website detailing the development process + what I learned.
- 2022 – Xevion.dev – I built my own personal website for blogging and portfolio purposes with Jekyll, Sass and Liquid templating with no frameworks, all hosted on GitHub Pages for free. It features compressed layouts, easter eggs, and a fully custom LaTeX-inspired, dark mode theme.
- 2021 – Paths – I engineered a pathfinding visualization app in C# with Unity for exploring the A* algorithm. It includes user-friendly features, and frame-by-frame visualization & statistics.
- 2021 – TCP Chat – I used TCP sockets in Python to create a threaded chatroom system complete with a high-end custom Qt5 interface, logging and a lightweight SQLite database.
- 2020 - Boids – I created a fully functional simulation of Craig Reynold's *Boids* algorithm in C# with Unity with a user-interface and clean, built-in debugging and support for application building.
- 2020 – *Phototag* – I leveraged Google's Vision API in Python to enable completely automated tagging of my personal photography (to allow convenient searching of photos on my portfolio) from the terminal with Click, a command-line interface builder. Supported IPTC3 metadata fields directly on files or Adobe's XMP sidecar files.

Work Experience

May 2022 – May 2023 — Projects Officer

The Association of Computing Machinery UTSA Student Chapter

- Assist ACM members with projects ranging from development, troubleshooting, and recruiting.
- Develop and present lectures on various technologies useful for project development.
- Revamp ACM-UTSA's website design & login/attendance system to improve member experience.

Aug. 2020 – May 2021 — Lead Programmer

The Woodlands High School Robotics

- Lead programming of team's robot, website and testing tools.
- Facilitated the production of autonomous paths for robot to dynamically follow during real-time competition matches utilizing encoding & localization features.
- Developed responsive, useful and logically dynamic controls for driver team.
- Helped photograph and document meetings with photography & editing.