# Ryan Walters

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A dynamic, agile & quick learning Software Engineer studying at The University of Texas at San Antonio looking to bring the talent, energy and drive your team needs.

## Work Experience

Software Development Intern — *May 2022 – Current*
Black Pearl Technology, Inc

- Constructed a fully featured multi-platform mobile application, database & webserver to increase productivity and help scale productivity at a remote manufacturing facility.
- Designed a component management & inventory system supported by a custom MH 10.8 ANSI barcode scanner enabling fast insertion of items into a RFID-based tracking system.
- Developed a low-level microcontroller program to interface with a *TI* RFID/NFC Transceiver to read & write raw byte blocks and UIDs off ISO 15693 tags. Utilized custom dual SPI-bus designs to interface transceivers and controllers.
- Learned and applied C# .NET, Xamarin Forms, ASP.NET, and MVVM/MVC to develop internal projects from scratch.

Projects Officer — *April 2022 - Current*
The Association of Computing Machinery at 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.

## Skills & Tools

- *Languages:* Python, Java, C, Kotlin, C#, Javascript (ES6), Typescript, Markdown, Elixir, Jinja2, Liquid, XAML
- *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
- *Backend*: Django, Flask, Express, ASP.Net
- *Database*: SQLAlchemy ORM, Entity Framework, SQLite, Cloud Firestore, Postgresql, Algolia Search
- *Other:* GitHub, Unity, Cloud Functions, Xamarin Forms, Android, Web Scraping, Soldering, Oscilloscope

## Education

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

Computer Programming II, Data Structures
Projects Officer at *The Association of Computing Machinery* at UTSA
Red Cross Adult First Aid & CPR

## Projects

- 2022 - Runnerspace – Developed a retro UTSA-themed social media website for RowdyHacks 2022 in less than 36 hours with just Flask, Sass and the SQLAlchemy ORM. Later improved it to have form validation, Heroku deployment, login/register, profile editing, online indicators, and profanity filters – and then posted about it on my personal website detailing the development process + what was learned.
- 2022 – Xevion.dev – 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 – Engineered an adaptable pathfinding visualization in C# with Unity for exploring the A* algorithm. It includes user-friendly features, and frame-by-frame visualization & statistics.
- 2021 – TCP Chat – Constructed a TCP socket-based chatroom system in Python complete with a threaded, high-end custom Qt5 interface, advanced logging and a lightweight SQLite database.
- 2020 - Boids – 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 – 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.