Ryan Young – Software Developer

Entry level front-end developer. Quick adaptation to new languages and tools. Takes pride and satisfaction in creating relevant and useful software. Most familiar with the React framework for front-end development.

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Portfolio: https://ryanctyoung.github.io

PROJECTS

Instagram Application — *Database Class*(Winter 2019)

- Designed and implemented a social media application similar to Instagram, using React Native and SQLite.
- Developed both the front end and back end to manage posts from a database and display them.

Weather Forecast — Web Programming Class (Spring 2019)

 Built a HTML page acting as a weather report for a given city using the Open Weather Map API, with a heat map specifically for Northern California.

Translation and Review Tool — *Web Programming Class* (Spring 2019)

- React page that uses Google API to perform English to Spanish translations and saves them in a flashcard format.
- Developed the display and UI based on given designs and the back end pipeline. Used SQLite to store flashcard data.

Front End Developer — InBoard (July 2019-Today)

- Using React and MongoDB on a small startup opportunity.
- Responsible for implementing navigation between user pages and displaying profiles.

Video Game Projects — (September 2016 – June 2019)

- Designed several independent games and ideas.
- Designed UI and game mechanics on premises that test players' reflexes and awareness using the Unity engine.

EDUCATION

Bachelor of Science

Psychology and Computer Science UC Davis 2015-2019

COURSES

Operating Systems
Computer Architecture
Software Engineering
Algorithms

Programming

Languages

Networks Databases

Data Modeling/Analysis

TECHNICAL SKILLS

C++/C#
Java
SQL/SQLite/MongoDB
HTML5/CSS
JavaScript/ReactJS
Node.js/Express

SOFT SKILLS

Communication Adaptability Team-Oriented