

Ryan Young

Software Developer

Entry level front-end developer that quickly adapts to new languages and tools and takes satisfaction in creating relevant and useful software.

Has primarily used the React framework to build web applications like a weather forecasters and a language translation quiz.

INFO

[LinkedIn](#)

[Email](#)

Phone: 650-576-1716

[Github](#)

[Portfolio](#)

TECHNICAL SKILLS

C/C++/C#

MySQL/SQLite

MongoDB

HTML5/CSS

JavaScript/ReactJS

Node.js/Express

EDUCATION

Bachelor of Science

Psychology and Computer Science

UC Davis

2015-2019

COURSES

Operating Systems

Databases

Software Engineering

Data Analysis

Web Programming

Programming Languages

Algorithms

SOFT SKILLS

Communicative

Adaptability

Collaboration

EXPERIENCE

Software Developer — *Inboard* (July 2019-Present)

- Programming quality of life features for both devs and users on a growing SaaS.
- Laying the groundwork for account personalization and the navigation design.
- Enforcing abstraction to separate concerns in similar components.
- Facilitate meetings for dev team agenda, monthly priorities, and objectives.

Game Development and Arts Club @ UC Davis — (Sept 2016 – June 2019)

- Brainstormed and built several independent games, UI and game mechanics using the object-oriented Unity engine in C#.
- Led several workshops for members on how to create basic game templates such as third person platformers.
- Showcased projects to crowds of around 70 people during UC Davis Picnic Day.

PROJECTS

Mock Instagram Application — *Database Class* (Jan-March 2019)

- Produced a social media application using React Native and SQLite.
- Implemented UI using UI Kitten and manipulated posts using SQL queries.
- Designed queries to allow for as efficient data extraction as possible.

Weather Forecast — *Web Programming Class* (April 2019)

- Built a HTML page acting as a weather report for a given city using forecast JSON from the Open Weather Map API.
- Used CSS animations to create an animated heat map for Northern California.

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

- Crafted English/Spanish translator through React.js and Google API.
- Used SQLite to store and retrieve flashcard translations.
- Tested users memorization skills with simple, swift quizzes.
- Constructed a backend pipeline in Node.js that uses Google authentication to save translations to Google accounts.