Ryan Young

http://www.linkedin.com/in/ryan-young-9967b7125   ryanctyoung@gmail.com 650-576-1716

Versatile developer that prioritizes working models quickly. Quick adaptation to new languages and software.

EDUCATION

- **Bachelor of Science: Psychology and Computer Science**
  UC Davis   September 2015-June 2019

EXPERIENCE

- Game Project — *UCD Department of Nutrition*(Summer 2017)
  Designed a matching minigame for a computer game designed to encourage children to up their vegetable consumption. Used given API to record statistics on favored vegetables and performance.

- Instagram Application — *Databases* (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.

- OSX Port of Warcraft — *Software Engineering* (Fall 2018)
  Worked within a group to port a Linux version of Warcraft(1993) to OSX through Xcode. Learned Swift and ported instantiation and game logic such as player actions, buildings, and UI.

- Video Game Projects — (September 2016 - Present)
  Designed several independent games and ideas for my personal interests and Game Development Club. Designed UI, visual elements, game mechanics on premises that test players' reflexes and awareness.

NOTABLE CLASSES

Operating Systems
Computer Architecture
Software Engineering
Algorithms
Programming Languages
Networks
Databases
Data Modeling and Analysis
Natural Language Programming

TECHNICAL SKILLS

C++/C#
Java
SQL/SQLite
Javascript/React Native
Visual Studio
Eclipse
R

SOFT SKILLS

Communication
Adaptability
Perspective
Self-awareness
Team oriented

INTERESTS

Volleyball   Basketball   Data Science   Front-End Development   Game Development