

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	EDUCATION
Instagram Application — <i>Database Class</i> (Winter 2019) <ul style="list-style-type: none">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.	Bachelor of Science Psychology and Computer Science UC Davis 2015-2019
Weather Forecast — <i>Web Programming Class</i> (Spring 2019) <ul style="list-style-type: none">Built a HTML page acting as a weather report for a given city in Northern California using the Open Weather Map API.	COURSES Operating Systems Computer Architecture Software Engineering Algorithms Programming Languages Networks Databases Data Modeling/Analysis
Translation and Review Tool — <i>Web Programming Class</i> (Spring 2019) <ul style="list-style-type: none">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.	TECHNICAL SKILLS C++/C# Java SQL/SQLite/MongoDB HTML5/CSS JavaScript/ReactJS Node.js/Express
Video Game Projects — (September 2016 – June 2019) <ul style="list-style-type: none">Designed several independent games and ideas.Designed UI and game mechanics on premises that test players' reflexes and awareness using the Unity engine.	SOFT SKILLS Communication Adaptability Team-Oriented
Game Project — <i>UC Davis Department of Nutrition</i> (Summer 2017) <ul style="list-style-type: none">Designed a matching minigame to encourage children to up their vegetable consumption.Used given API to record statistics on favored vegetables and performance. Based off of the Unity Engine.	