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# Ryan Patrick Romero

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## EDUCATION

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<b>Sonoma State University</b>	<b>Rohnert Park, CA</b>	<b>Graduated 2020</b>
<ul style="list-style-type: none"><li>• <b>Major:</b> B.A. in Computer Science</li><li>• <b>GPA:</b> 3.5</li><li>• <b>Relevant Coursework:</b> Web Frameworks (MERN Full Stack Development &amp; D3.js), Object-Oriented Programming (Java), Video Game Design (C++ &amp; Unreal Engine)</li></ul>		

## PROJECTS

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**Personal Website:** [biginferno.github.io/Portfolio](https://biginferno.github.io/Portfolio) (for additional info & projects)

### **Eve Marketeer Oct-2019**

- JavaScript/Express/React/NodeJS Website
- Analyzes optimal market orders for Eve Online
- Calculates profitability for 200,000 market transactions
- Optimized data load times from hours to minutes with multithreading

### **Wine and Dine Dec-2018**

- Java/Android based application
- Pairs food and wine based on user choice
- Demonstrates algorithm concept for pair choices
- Junior software engineering group

### **Blue Harvest Jun-2019**

- C++/Unreal Engine video game
- Leveraged OOP design principles with focus on scalability and reusability of existing code base

### **Java Says Apr-2020**

- Java based Simon Says game
- Utilized OOP principles to produce easily readable/convertible classes and code

## EMPLOYMENT

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<b>IT Consultant</b>	<b>Sonoma State University</b>	<b>Jan – Oct 2019</b>
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### **Functions and Responsibilities**

- First point of contact for campus wide technology needs
- Technical troubleshooting and media support
- Account provisioning
- Hardware/Software installation

## TECHNICAL ABILITIES

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### **Strengths**

- JavaScript, ExpressJS, ReactJS, MongoDB, Java, C++

### **Familiarities**

- Python, Android, NodeJS, SOL, Angular, Django

## AWARDS

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- Dean's List
- Tau Sigma Honor Society