**Ryan Bieker**

[rbieker@proton.me](mailto:rbieker@proton.me) • [ryanbieker.com](http://ryanbieker.com/) • [linkedin.com/in/ryan-bieker](https://www.linkedin.com/in/ryan-bieker)  
**Languages:** C++, C#, C, Java, Python, HTML, CSS, JavaScript

**Tools:** Git, GitHub, Visual Studio, Visual Studio Code, Unreal Engine 5, Blender 3D, Figma

**EDUCATION**

**Texas State University,** College of Science and Engineering San Marcos, TX

*Bachelor of Science Computer Science, Minor in Applied Mathematics.* Expected Graduation May 2025

**Courses:** Software Engineering, Computer Architecture, Computer System Security, Data Structures, Advanced Object-oriented tech using C#/.NET, Object-oriented Programming with C++, Programming with Linux, Problem Solving Through Game Creation.

**Organizations:** Sabre Team Captain – Fencing Club, Google Developer Student Club, Game Developers Society.

**Honors:** Dean’s List Spring 2024.

**WORK EXPERIENCE**

**Scala** San Marcos, TX

*Software Developer* January 2024 – Present

* Developed websites in JavaScript, HTML, and CSS for clients’ websites while collaborating with UX/UI designers in Figma and Adobe Illustrator.
* Managed tools with rapid prototyping to improve productivity by 25%.
* Refactored code optimization and security for clients.

**Curacao** Walnut Springs, TX

*Website Optimization Intern* May 2021 – August 2021

* Managed collected data while analyzing JavaScript, CSS, and HTML to optimize using Hot Jar on a Magento eCommerce platform over mobile and desktop devices with a variety of screen sizes.
* Implemented customer usability enhancements which increased website conversion from 3% to 5.2%.
* Reviewed page SEO (Search Engine Optimization) including metadata for Google Analytics.

**TECHNICAL PROJECTS**

**War Card Game |** *Java, Javadocs, UML, Git, GitHub*

* Developed a software game of cards against an Artificially Intelligent (AI) Computer based on War.
* Utilized software engineering principles using the Agile Development method in a team environment with version control and documentation.
* Designed game mechanics and interactions through object-oriented programming techniques with over 3 million possible player configurations.

**Wordle |** *C#, .NET, Git, GitHub*

* Developed a game using a dictionary of over a thousand stored words to guess with colored feedback on attempts.
* Implemented game mechanics and design through prototyping and agile development.
* Version control over multiple iterations with in depth testing.

**Wall-E-Impact Plugin |** *Unreal Engine 5, Unity, JavaScript, TypeScript, YAML, Node.js, NPM, Git, GitHub*

* Measured the environmental impact of game engines utilizing the Impact Framework from the Green Software Foundation to retrieve energy and embodied carbon estimates.
* Researched and implemented 10+ years of professional studies on environmental impacts of Unreal Engine 5 and Unity.
* Developed TypeScript and JavaScript plugin utilizing YAML, Node.js, and NPM with version control.

**TECHNICAL SKILLS**

**Skills:** Code Review, Software Security, Pair Programming, Version Control, Agile Methodology , Testing and Debugging, Linux, Data Structures and Algorithms, Game Programming, Game Design, Game Artificial Intelligence (AI), 3D Modeling, Computer Animation, Cybersecurity, Optimization, Team Management, Communication.

**Certifications:** TestDome C++ Silver, TestDome Data Structures and Algorithms Silver, TestDome HTML/CSS Gold, TestDome OOP and Design Patterns Silver, TestDome Graphic Design Silver, TestDome Cybersecurity Silver, Alkek One Blender 3D Micro-Credential.